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**AN ON-LINE SIMULATION OF ASW IN A
MULTI-BURST NUCLEAR ENVIRONMENT**

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AN ON-LINE SIMULATION OF ASW IN A
MULTI-BURST NUCLEAR ENVIRONMENT

by

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ABSTRACT

A general approach is documented as a guide to aid in the formulation and implementation of on-line, real time computer simulations. A computer program MULNUC1, is developed as an on-line, real time computer simulation of antisubmarine warfare in a multiple burst nuclear environment. The principals of the game are a submarine armed with torpedoes, and two destroyers equipped with stand-off antisubmarine weapons. The simulation is intended as a demonstration of the on-line capabilities of the United States Naval Postgraduate School computer system and as a tool for further study of the factors involved in a representative ASW operational environment.

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1. INTRODUCTION

Simulation is a useful tool of the operations analyst. This is not a new concept, the first recorded simulations were conducted by the Chinese in the form of "war chess" and were probably used to teach young men some of the concepts of battle without the inherent danger of loss of life. Later accounts of simulations have been recorded by the Prussians, French and Germans [7].

This technique of analyzing a problem by simulation is now employed by all branches of the scientific community. The present day high speed digital computer has given rise to a rapid expansion in the use of simulation as a method of solution to military, scientific, management and many other types of problems.

Convincing the reader or observer that a simulation "models the real world" is one of the primary problems confronting the analyst who uses simulation techniques in the solution of a problem. One way to minimize this doubt is to increase the role of the human in the simulation. This can, in many cases, be done by the techniques of on-line simulation. While on the one hand, on-line simulation increases the complexity of the problem by nature of the man machine interface, at the same time, on-line simulation adds very complex logic (the man) to the problem with minimal effort on the part of the designer.

The design of a simulation, and in particular an on-line simulation, can appear to be a formidable task when first considered. However, if the designer has an approach in mind and proceeds in an organized manner, the problem usually divides into small parts that are each relatively simple. It is the aim of this thesis to take a representative

problem and develop a computer simulation that can be used as a reference for the construction of on-line, real time, computer simulations in general.

2. FORMULATION OF ON-LINE SIMULATIONS

In the formulation of on-line simulations the designer must first lay down a good foundation in the form of a well-planned outline. This outline must begin by initializing and setting the scene for the simulation. When this has been accomplished the designer must turn his attention to the development of a loop that will include all the actions and interactions expected to occur in the simulation. Included as an integral part of this loop is a timing mechanism that is flexible enough to allow the simulation to proceed at any rate required. A third part of the formulation is concerned with providing a critique of the simulation, either as a running critique or a compilation of pertinent facts at the end of the simulation.

INITIALIZING

Initializing is the term applied to that portion of the simulation which is executed before "play" begins. It includes data input, assignment of particular values to the parameters and entering starting values required for indexing the logic. Herein is provided the flexibility required of any useful simulation. In the initializing portion the ground work must be formed for performing sensitivity analysis if such analysis is required. The initializing portion of the simulation must allow enough flexibility to provide for the various scenarios possible in the particular simulation. Clearly then, the initializing portion must be designed with these purposes as primary criteria and subject to boundary conditions, such as equipment capabilities.

AN ITERATIVE LOOP

In general, many on-line simulations contain an iterative loop that is cycled for each time period. Therefore, one of the first considerations to be made in this phase of the design is the determination of the stepping interval. Several factors are involved in this selection, the most important being the assurance that the stepping interval is compatible with the logic flow of the situation being simulated. The designer must then consider the amount of time required to accomplish the most complicated simulation situation that can occur in one cycle. These considerations complete, the simulator must insure that the cycling is such that the player is not bored with the data/action as presented and also that this data/action is not presented at a rate too rapid for the player to fully comprehend. With these considerations in mind, a tentative looping cycle can be constructed and the designer may continue to develop the necessary routines required to complete the iterative loop.

The loop should now be fashioned in its most elementary form. The designer must consider several tasks that must be accomplished during each cycle. These include, for example, advancing all participants one time cycle, consideration of the possible interactions that can occur due to these moves, tabulation of the results of such interactions, presentation of output to the player, permitting the player to communicate with the simulation, delaying the next cycle until the proper time interval has transpired, and possible other considerations dependent upon the particular simulation.

Care and planning must be exercised in the construction of this loop since this is the foundation upon which the designer is to build his simulation. If logical errors appear in the order of these routines or

a component is not considered in this loop, the remaining portion of the design will be difficult, if not impossible. Planning in this portion of the development will be time well spent.

THE CRITIQUE

The critique is that portion of the simulation in which the entire simulation, or any integral part, is analyzed and the results compiled in condensed form. There are several basic techniques that may be explored in this part of the simulation. The least complex of which is, in most cases, a complete "recording" of the game that can be "replayed" at a later time at any speed desired. A more complex approach to the problem of performing a critique of a simulation is that of including a recording/analyzing routine in the iterative loop. This routine would extract the desired information during each cycle of the loop. It is apparent that not every cycle need be recorded, and therefore, a decision logic must be included that will extract all necessary information. Associated with this technique must be a recording routine that can be queried at intervals or at the conclusion of the simulation.

Much care must be exercised in formulating the design and location of the critique routine since this is the major mode of analysis available to the analyst. Flexibility and adaptability are considerations that must be made to allow the simulation to be fully appreciated as an analytical tool and not just a "parlor game."

3. PROGRAM MODULARIZATION

In general, programmers attempt to modularize their programs. There are several reasons for this, the most obvious being that of providing logical grouping of ideas. The large scale simulation is usually modularized by the use of subroutines. This use of subroutines is convenient because:

a. Several separate groups may be working on various sections of the problem, and in many instances the use of subroutines is the best technique.

b. Computations which are to be called upon several times in the main program are best handled by the use of subroutines.

c. The program may be of a magnitude such that the entire program cannot be compiled in one pass.

These reasons are valid for the large scale simulation. In simulations which are moderate to small in size the use of subroutines may add unnecessary factors to be considered, with the exception of reason (b) above which is a valid reason for the use of subroutines in most computer applications.

By careful construction of the statement numbering scheme, available in languages such as FORTRAN, the programmer of the moderate to small size simulation can modularize his program without the additional consideration of designating common storage and the other difficulties experienced when programming subroutines.

ADVANTAGES

The above technique allows the designer to use the familiar computer languages, such as FORTRAN, in place of special simulation languages.

It also alleviates the requirement of either providing the reader with a description of a special language or causing him to go to another source to interpret the program. Using a "standard" language, such as FORTRAN, the designer can reasonably assume that the reader needs little or no explanation.

FLEXIBILITY

The use of modularization with statement numbers gives all the inherent flexibility observed in the special languages when the simulation is of such a magnitude as to allow compilation in one pass. When simulations are in the design and programming stages, the use of the above technique can allow as much flexibility as the simulation requires. Exit from the blocks when programming in FORTRAN can be accomplished at any logical point with nothing more than a simple GO TO or COMPUTED GO TO statement, and thus the logic flow is easily accomplished by this method.

4. SYSTEM VARIABLES, COORDINATES AND NOTATION

Certain special simulation languages provide for dynamic allocation of storage for tables which facilitates the designation of data in a flexible and expandable form. This is not necessarily required by the moderate size simulation. The designer of these moderate size simulations may find the techniques as explained below more desirable, since his problem is not generally one of storage limitations. The criterion for the dynamic versus preset storage decision is felt to be that of program size. In programming the moderate size simulation the programmer may find that constructing a scheme for naming variables may create easier to work with variables than the complex tabular form of the special simulation language. This was found to be true in the programming of the example simulation, MULNUC1, of this thesis.

The general approach to the naming of variables in the example program was that of using vectors to represent a given parameter, each component of the vector being representative of the value of that parameter with respect to the unit concerned. An example, that of the X-coordinate of the i^{th} destroyer, being DDX(I). Once the scheme is understood the programming moves along without a great amount of thought required by the programmer as far as variable names are concerned. Certain variables must be set aside as dummy or temporary and these logically take on forms such as: ITEMP, TEMP3, DUMMY(I), and forms that immediately classify them in this category.

In general, several different coordinate systems are required in simulations. In the war game an overall "area of play" must be established. This can be either rectangular or polar, two or three dimensional. The

axes of the rectangular coordinate system are not necessarily graduated in the same units. In the example program, for instance, it will be seen that the third axis (depth) is dimensioned in feet, while the two major axes are dimensioned in yards. Further, the third axis has the normally negative direction established as positive. These, perhaps unorthodox, measures are taken to facilitate programming; however, they must be spelled out in the documentation of the simulation to prevent possible misunderstanding.

Many simulations require more than one coordinate system to be employed. The overall play is perhaps in a rectangular coordinate system, while range and bearing information may be required during the play of the game. This will necessitate the incorporation of an overlay of one, or perhaps several, polar coordinate systems upon the base system. If a "close-up" view is required during the play a translation and/or expansion to another rectangular system may be required. It can now be seen that, in general, several coordinate systems will be used in a war game type of simulation. Therefore, a plan for the designation of these various coordinate systems and their respective transformations must be established early in the formulation of a simulation.

5. MULNUC1 - AN EXAMPLE

MULNUC1 is an on-line, real time simulation used as an example of the application of ideas presented in sections one through four. The simulation had its beginning at the Naval Radiological Defense Laboratory, Hunters Point, in the summer of 1965. During a six-week tour of the Naval Radiological Defense Laboratory, it was found that little had been done in the exploration of tactics and possible reactions of surface antisubmarine destroyers exposed to a self-inflicted multiple burst nuclear environment. At this time the simulation used as an example in this thesis had its beginning. In the example program, MULNUC1, all classified input parameters have been assigned fictitious values so that the computer program, as presented in this thesis, could remain unclassified.

In 1965, Lieutenant J. E. Johnson programmed the on-line display, Display Data Corporation model DD 65, using a rather simple simulation situation [2]. He did make a contribution in the form of an advancement in the techniques of on-line programming of simulations. Having observed a demonstration of Johnson's program, it was felt that the technique of on-line display would be ideal for the envisioned program, MULNUC1.

Several links were missing in the chain necessary to put the envisioned program on-line. The first link was a requirement for a routine to generate circles of arbitrary size and location. This was accomplished with subroutine CIRCLE (see Appendix III). After completing subroutine CIRCLE, attention was turned to the necessity for a random number generator capable of generating several types of random variables. The distributions of random variables required were uniform, normal, and circular normal. These generators were written in the form of subroutines

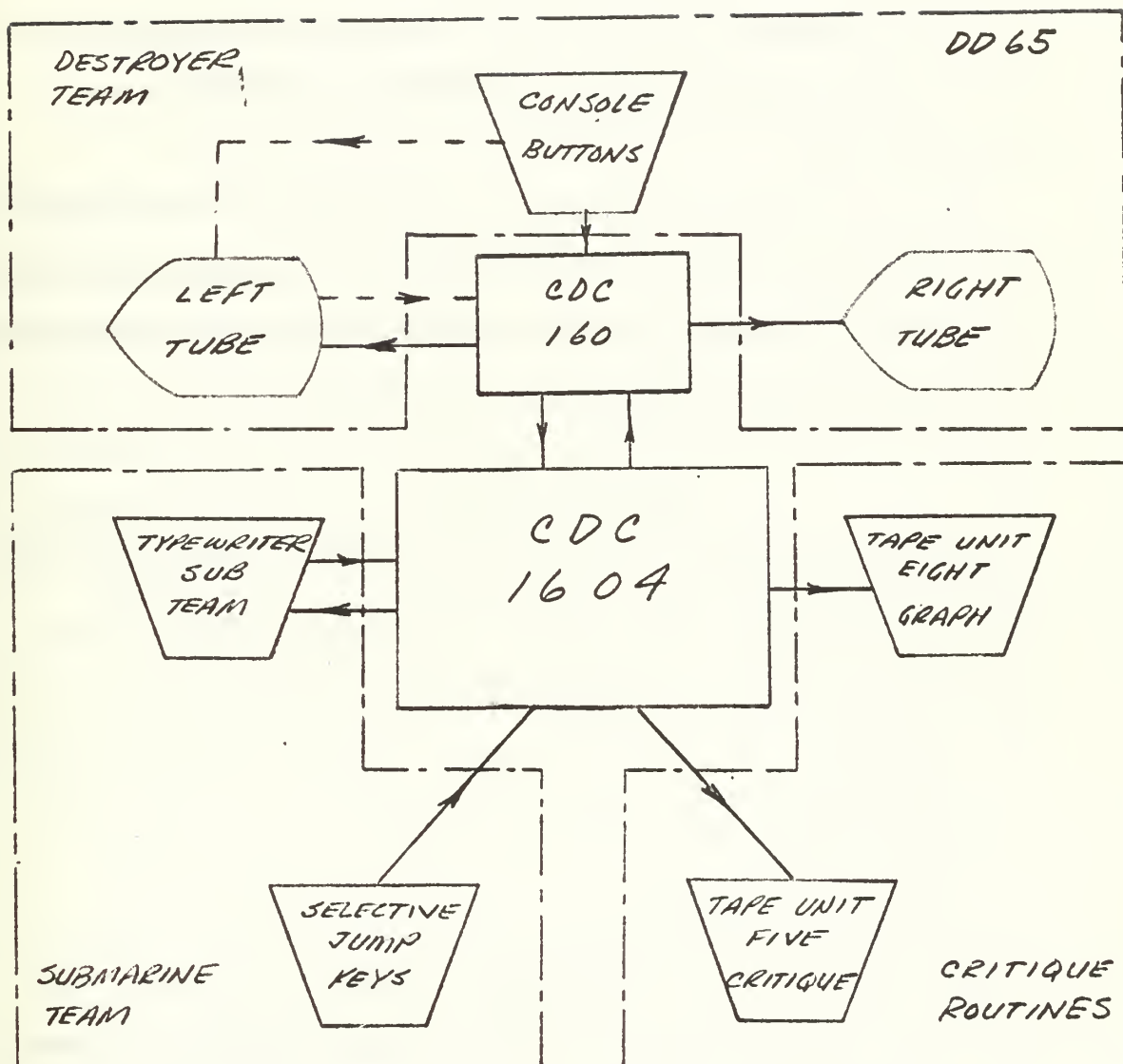


FIGURE 1

UNIFORM, NORMAL, and ERROR. The subroutine RANVAR is the basic random number generator called by these subroutines in the generation of their respective random variables. The above routines completed, only the communication routines required to link the Control Data Corporation 1604 and 160 computers remained. This requirement was satisfied by subroutines DCIRCLE, DTRACK, PARAMS and DSTATUS (see Appendix III and Acknowledgements).

At this point the preliminary work was complete and the formulation of the initializing, iterative loop, and critique portions of the simulation was begun. These three basic steps, as discussed in section two, were incorporated into an executive control block.

EXECUTIVE CONTROL

The Executive Control routine is flow charted in Appendix II and consists of three major parts. The first of these parts is the initializing portion. It is made up of four blocks:

1. Inputs
2. Set Constants
3. Initialize
4. Enter Input Changes

In this subsection we shall consider the first three, leaving the latter for discussion in the subsection titled Man Machine Interface.

The Inputs block is the one in which "standard" or nominal input parameters are set. These parameters are listed below.

Number of Destroyers

Time Factor

Destroyer and Submarine Maximum Speed

Submarine Hull Parameters

Initial Positions

Initial Courses and Speeds

Nominal Yield of Nuclear Weapons

Depth of Thermocline

Maximum Range of Weapons

Detonation Parameters for Weapons

Random Number Generator_INITIALIZER

Any of these parameters may be changed in the enter input changes block (see Man Machine Interface subsection). These parameters were chosen as the minimal requirements necessary to produce a simulation that has some realism and yet is not too complex. The structure of this program is such that any block can be expanded to include more parameters, thereby creating a more realistic simulation.

Set Constants in a block used, as the name implies, to initialize non-changeable inputs. In this block, all the logic indicators are set to orient the game. All damage and radiation levels are set at zero. The indices for tracking, firing, and sonar contact are set at zero. This is easily followed by cross referencing Appendices I and IV.

The Initializing block begins by initializing the random number generator subroutine and then calculates the following parameters:

Water Temperature Gradient

Submarine Crush Depth

Operational Depth of Submarine

Wind Direction and Velocity

Minimum Safe Range of Weapons [6]

Effective Sonar Range

Sea State

These calculations are straight forward and can easily be followed by cross referencing Appendices I and IV. The block also presents input parameters of interest to the destroyer team, submarine team (if selected), and critique routine.

Subsurface nuclear bursts are divided into four classifications:

1. Very Shallow
2. Shallow
3. Deep
4. Very Deep [4]

The criteria for selection of classification are depth of burst and yield. The determination of classification of burst is made at this point in the program and an index IDEEP is set (see Appendix I). The four matrices of output data are filled with negative zero, since negative zero is programmed not to print on the display. Finally, if the role of the submarine is to be played by the computer, the basic strategy of the submarine is randomly determined (see Submarine Logic Model).

The next major part of the Executive Control Routine is the iterative loop. It is made up of eight blocks:

1. Plot Positions
2. Display Data
3. Plot Generator
4. Interactions
5. Radiation Model
6. Enter Changes
7. Submarine Logic Model
8. Time Loop

The first three of these will be considered now, while the remaining blocks will be explained in later subsections.

The Plot Positions block is utilized to transmit output information to the left tube of the DD 65 (see Figure 2). This output information consists of the following data:

Destroyer Tracks

Sonar Contact Plots

Destroyer Courses, Speeds and Coordinates

Orientation and Size of Area Displayed

Important Messages to the Player

This information presentation is covered in more detail in the section on Man Machine Interface.

The Display Data block performs the same function with respect to the right tube of the DD 65 (see Figure 3). Figure 3 lists the data displayed by this block and for this reason it will not be listed at this point.

The final major part of the Executive Control Routine to be considered at this time is the Critique block. This block critiques the simulation by performing several tasks. The entire simulation is recorded on magnetic tape and can be reviewed at a later time. If any significant action or interaction occurs game time and the nature of the action/interaction are recorded by the Critique I block. A narrative print out is made at the conclusion of the simulation by the Critique II block. To correlate this information a graph plot of the tracks of destroyers, submarines, and all pools and clouds of radiation is made. Detail of these operations is documented in Appendix IV.

PLOT GENERATOR

The Plot Generator block advances all participants each time step (see Appendix II). The block then determines if there are any clouds or pools of radiation. If there are clouds, they are advanced using wind

LEFT TUBE DISPLAY

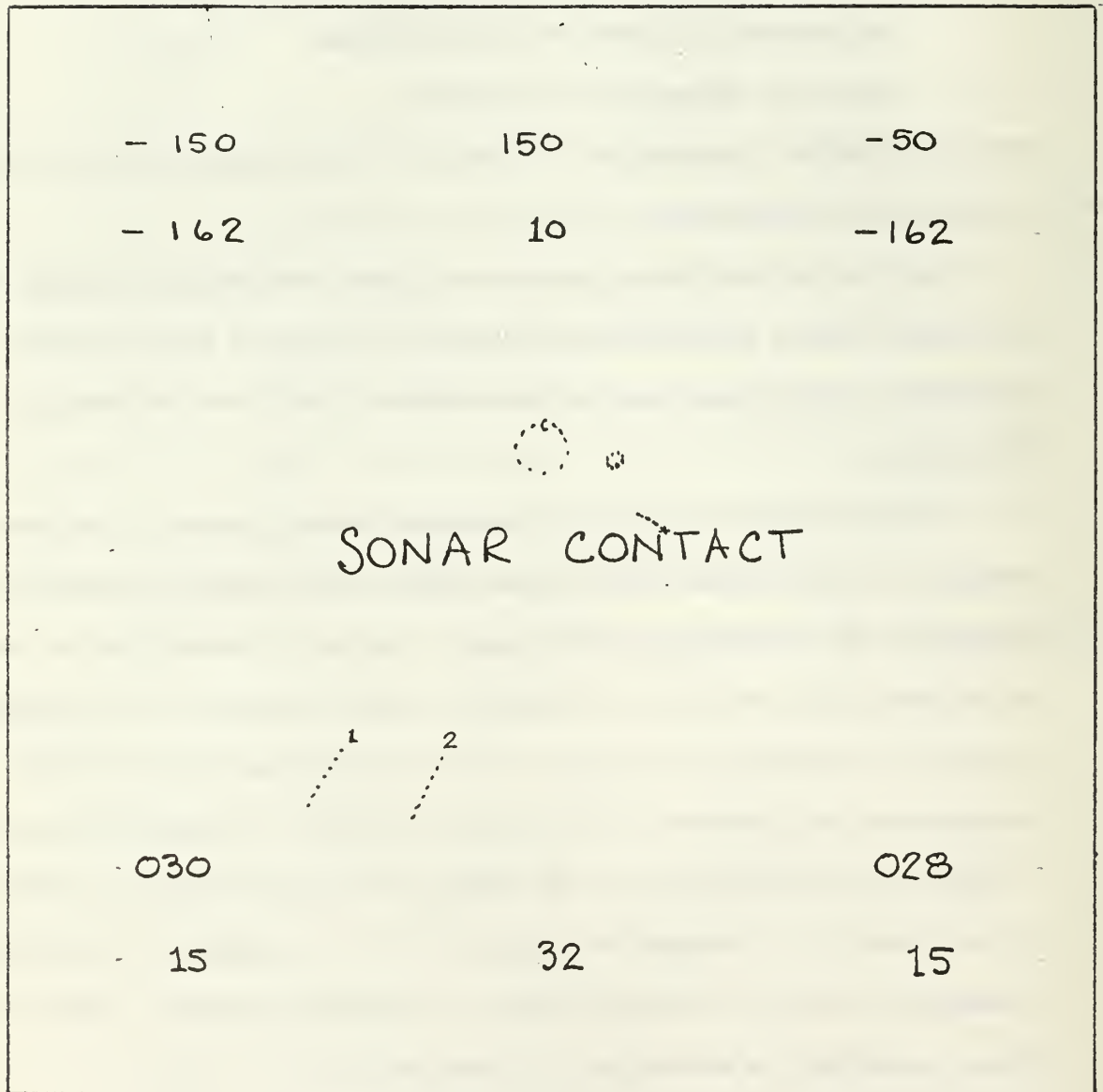


FIGURE 2

RIGHT TUBE DISPLAY

INPUT PARAMETERS

NUMBER OF DESTROYERS ... 2
 SIZE OF ASROC WARHEAD ... 2.0 KT
 DEPTH OF THERMOCLINE ... 120.0 FT
 MAXIMUM RANGE OF ASROC . 9000.0 YARDS
 DEPTH OF BURST 700.0 FT
 SINK RATE OF WARHEAD ... 18.0 FT/SEC
 TIME FACTOR 5.0
 WATER TEMP GRADIENT -.535 DEG/100FT

EFF SONAR RANGE	6171.	WIND DIRECTION	179
GAME TIME	42.5	WIND VELOCITY	28.
WARHEAD SIZE	2.0	SEA STATE	7
	DD1	DD2	
MAX SPEED AVAIL	33.	33.	
CONTACT CLASS		1	
SONAR RANGE		4899.	
SONAR BEARING		65	
DOPPLER		1	
TARGET COURSE		2	
TARGET SPEED		22.	
FIRING SOLUTION		1	
RADIATION RATE	.	.	
RADIATION DOSE	.	.	

FIGURE 3

velocity and direction to determine motion, and the radius is computed [1]. Pools are considered to be stationary since their drift is negligible.

INTERACTIONS

Interaction is the largest block and for clarity has been broken into sub-blocks. These sub-blocks are:

1. Sonar Contact Model
2. Contact Tracking Model
3. Weapon Firing Model
4. Evaluation Model

The interactions block is constructed in the form of a loop that considers the interactions of each unit in succession. The organization is well documented in Appendices II and IV and will not be further explored at this time, however, the details of the four sub-blocks listed will be considered below.

SONAR CONTACT MODEL

The Sonar Contact Model uses a ray path theory detection scheme in a deterministic manner [3]. This deterministic detection range then has a variance superimposed upon it. The net result is a fairly realistic sonar detection model. The major limitation of this model is that it only handles the constant temperature gradient case. The inclusion of other gradients causes the sonar detection problem to assume a much more complex nature. Included in the model is a degradation of sonar range due to excessive destroyer speed. The range and bearing given as outputs from this model have range and bearing errors included. The data, with these errors, is then utilized by the tracking and firing models. Doppler is also calculated in the model and sent to the display as:

1. Up Doppler
2. Down Doppler
3. No Doppler

CONTACT TRACKING MODEL

The Contact Tracking Model uses as input data the output of the Sonar Contact Model. A simple criteria, requiring three consecutive marks from the sonar model, is used to distinguish non-contacts from contacts. Once three consecutive marks are received, the model determines the contact course and speed. This is done with a simple no parameter track model that considers at least three but no more than five marks. The course and speed of the contact are determined from the first and last of these marks. This track model is unsophisticated but the error induced in the output is fairly realistic. This model is of the first that should be improved upon if more work is to be done on this simulation. The output of this model is in the form of contact course and speed. This model provides dual routing, dependent upon the track. This will be discussed further in the subsection on Block Sequencing. Determination of whether or not the target is in firing range is made just before exiting the routine.

WEAPON FIRING MODEL

The Weapon Firing Model takes the last position of the contact from the Sonar Model, the contact course and speed from the Tracking Model, and then determines a firing solution. The range is considered, with time of flight and sink time, and the time of burst is determined. A dead reckoning position of the target is computed from the track data and this position becomes the aim point of the weapon. The model then

calls subroutine ERROR from which the true fall of shot is determined. The weapon is given a reliability check in the model and if this test is failed, the player will be notified that the weapon has misfired (see Man Machine Interface subsection).

EVALUATION MODEL

The evaluation model initializes the pool and cloud of radiation created by the subsurface nuclear burst. To accomplish this the model takes data from the firing model for the location of ground zero and data from the inputs block for yield, depth of burst, and type of burst. The radius of the radioactive pool is then determined [4] (the cloud parameters are computed in the plot generator model).

A simple criteria for damage to the submarine is used. The lethal range is determined using submarine hull parameters, yield of warhead, and submarine depth as received from the submarine logic model. Slant range to the burst from the submarine is computed. If the submarine is within the lethal range, damage is 100%. If the submarine is outside a radius equal to twice the lethal range, damage is zero. Values of submarine damage between zero and 100% are computed by a linear relationship, then, if at any time the submarine's total damage reaches the 75% level, the game is terminated with the submarine considered as having been sunk.

RADIATION MODEL

The Radiation Model determines if any weapons have been detonated. If none have been detonated, the block is bypassed and the program continues. If weapons have been detonated, the model computes the distance of each destroyer from all pools and clouds of radiation. The location

and size of all pools and clouds is received from the plot generator model along with the location of the destroyers. The model then determines if the destroyers are within the perimeter of any pool or cloud. If this condition exists, the radiation level in the cloud or pool is calculated [1, 4]. The total radiation being received by each destroyer is then calculated. The radiation rate and total radiation dose for each destroyer are computed and sent to the display (see Man Machine Interface subsection).

SUBMARINE LOGIC MODEL

The submarine can be controlled in two ways:

1. By a submarine team.
2. By the computer.

This decision is made in the enter input changes routine. The program is such that the computer will play the role of the submarine unless the variable ISUB is set equal to one by the enter input changes routine. If ISUB is set equal to one, control of submarine depth, course, speed, and weapon firing is turned over to the submarine team. This team will receive passive sonar bearings and screw beat information from the console typewriter of the CDC 1604. They will be able to control the movements of the submarine and its weapon firing by means of the console typewriter and selective jump keys. The program will query selective jump key number two, once each cycle, to determine if orders to the submarine are to be received. If selective jump key two is set the computer will request orders (see Man Machine Interface subsection). The weapons (torpedoes) can be fired by setting selective jump key three on the CDC 1604 console (see Man Machine Interface subsection). Under this condition the simulation becomes a conflict between two teams:

1. A submarine team using the CDC 1604 console.
2. A destroyer team using the DD 65 display console.

If ISUB is unchanged by enter input changes (inputs block sets this variable equal to zero), the moves of the submarine are controlled by the computer. This being the case, two basic initial tactical situations are available to the player. The first of these places the submarine on the surface, at the origin of the playing area. The submarine knows that he has been sighted and the game proceeds. The second situation has the submarine randomly located in the upper half of the playing area. In this case the submarine's position is not known by the player. It should be noted that this is the initial situation if the submarine is to be controlled by a submarine team.

Initial situation one is selected by setting INITIAL equal to zero, while situation two is selected by setting this variable equal to one. Having selected the initial situation the computer then selects one of three basic strategies:

1. The submarine runs for it.
2. The submarine tries to transit between the two destroyers.
3. The submarine tries an end run, flanking the two destroyers.

These strategies are easily followed in Appendix II and will not be explored further at this point.

SEQUENCING OF PROGRAM BLOCKS

The blocks in this simulation are of two basic types:

1. A single point of exit.
2. Multiple points of exit.

The block that has a single exit point might be called a standard block, in that, the block is called upon to perform a computation but no

branching of logic is done within the block. The multiple exit block is one in which the program is routed differently depending upon logic decisions made within the block. The sonar contact block is an example of this type. In this block the routing depends upon the results of a sonar search. If contact is made, the block exits to the contact tracking block. If no contact is made, the block exits to consider the next destroyer.

The executive control routine flow chart in Appendix II illustrates the time sequencing of the major program blocks. The simulation is delayed at four points in the program which are:

1. Enter input changes routine.
2. Enter changes.
3. Submarine logic block.
4. The time loop.

The first of these interruptions takes place only during the initializing portion. At this point any change to the input parameters is made. The second of these interruptions is made once during each time step. This is the point at which destroyer team changes are sent to the CDC 1604. The third of these interruptions takes place if the situation using the submarine team has been selected. In this case the simulation may be interrupted every time step to allow the submarine team to enter changes. The fourth of these interruptions occurs each cycle and maintains the time stepping interval.

It will be noted that in the executive control routine, each block is considered in turn, no block is bypassed. In the interactions block, it will be noted that, sub-blocks are not always considered. No sonar contact by the sonar contact block causes the contact tracking block to be bypassed. The same is true of the weapon firing block if the tracking

block does not generate a satisfactory track.

MAN MACHINE INTERFACE

This subsection is concerned with communications, both into and out of the computer. These man-machine communications fall into four types:

1. Data to and from the destroyer team.
2. Data to and from the submarine team.
3. Data to the various modes of the critique routine.
4. Input changes.

The first type breaks into three parts:

1. Right tube information.
2. Left tube information.
3. Changes sent to the CDC 1604.

The right tube gives the destroyer team data in tabular form as illustrated in Figure 3. The left tube will display the tracks of the destroyers, any sonar contacts, and all pools and clouds of radiation. Also included in the display on the left tube is a series of windows in which data can be displayed. The windows are numbered as shown in Figure 2. Window data assignments are as listed below.

<u>Window</u>	<u>Data Assignment</u>	<u>Units</u>
1	X-coordinate of destroyer 1	100 yards
2	X-coordinate of destroyer 2	100 yards
3	Y-coordinate of destroyer 1	100 yards
4	Y-coordinate of destroyer 2	100 yards
5	Course of destroyer 1	Degrees true
6	Speed of destroyer 1	Knots

<u>Window</u>	<u>Date Assignment</u>	<u>Units</u>
7	Course of destroyer 2	Degrees true
8	Speed of destroyer 2	Knots
9	X-coordinate of left tube center	100 yards
10	Y-coordinate of left tube center	100 yards
11-14	Available for flash messages	Alfa-numeric
15	Not used	
16	Radius of display on left tube	1000 yards

Windows 5-10 and 16 are controllable from the DD 65 console by means of a discrete digital type control system. In this manner the player is able to change the destroyer course and speed, or "zoom" the display in on any point in the area of play. Let us first consider windows five through eight.

On the DD 65 console (see Figure 4) there are buttons labelled CONN DD 1 and CONN DD 2. By depressing one or both of these buttons the player is given control of the course and speed of the destroyer or destroyers selected. Near the button just selected is a group of four buttons (see Figure 4) labelled RIGHT, LEFT, FAST/UP, and SLOW/DOWN. Depressing one of these buttons will cause the appropriate variable in windows five through eight to change in the desired direction. As an example, if the player depresses both CONN buttons and then the button labelled RIGHT - both destroyers will commence a turn to the right. They will continue this turn until the button labelled RIGHT is released. The player can "come to a course" by depressing the correct button until the desired course is displayed in the respective window. The same procedure is used for changing speed. It should be noted that the windows can be changed to values that are unacceptable, such as -5 knots,

in this case the program will cause this value to be changed back into the acceptable range during the following cycle. The value of course can be increased to values greater than 360 degrees, in which case the program will correct to the acceptable value. For example, if the player increases the course to 390 degrees, the program will convert this to 030 degrees during the next cycle.

The same basic procedure is utilized to "zoom" the display to any location desired. First the player selects the button labelled SHIFT (see Figure 4). He now has control of windows nine and ten. Depressing the button labelled RIGHT will cause the display to shift to the right, LEFT accomplishes the same action but to the left, and similarly with UP and DOWN. To zoom in, the rotary switch in the upper right hand corner of the console is used (see Figure 4). This switch has six positions labelled 4, 8, 16, 32, 64, and 128. Selection of one of the six positions will cause the radius of the displayed area to be that of the value selected, in thousands of yards. As an example, selecting SHIFT and changing windows nine and ten to 240 and 150 respectively, then setting the rotary switch to eight, will cause the area centered at (24000,15000) with a radius of 8000 yards to be displayed on the left tube. Note that window 16 will show the value eight, while windows nine and ten will show 240 and 150 respectively.

Windows 11 through 14 are used to send the player the following flash messages.

SONAR CONTACT

ASROC FIRED

ASROC MISFIRE

SUB SUNK

DD SUNK

DD65 CONSOLE ARRANGEMENT

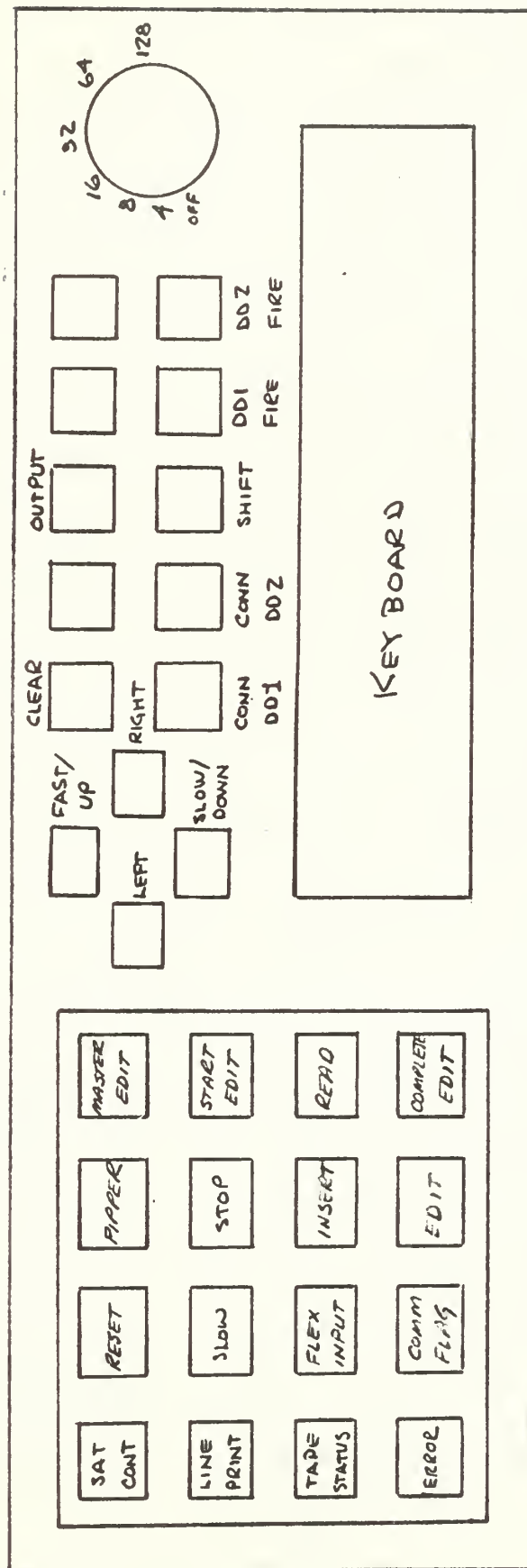


FIGURE 4

TARGET IN RANGE

TARGET TOO CLOSE TO SHOOT

TARGET OUT OF RANGE

Another method of communications is available to the destroyer team. By depressing the DD 1 FIRE button, destroyer number one fires an ASROC. The same procedure is used with the DD 2 FIRE button.

The next type of communications available is that of the submarine team. This is, of course, non-existent if the option is chosen in which the submarine is played by the computer. The submarine team will receive messages each cycle containing bearing and screw beat information. The submarine team may then choose to maneuver the submarine by setting selective jump key number two on the console of CDC 1604. The computer will then type COURSE ORDERS on the console typewriter. This is the indication that the computer is ready to receive course changes. If no change is desired, the old course is typed in. If a change is requested, the new course is typed in. The course typed in should be of the form 090. followed by a carriage return. This will change the course and the computer will return NEW SUB COURSE 090. This completes the course change cycle and the computer will then type SPEED ORDERS, the same procedure is used to enter speed changes. Upon completion of the speed entry the computer will return NEW SUB SPEED 15, followed by DEPTH ORDERS. The new depth is now entered, and the computer will return NEW SUB DEPTH 1050. The routine is now finished and the program continues.

The only other action available to the submarine team is that of firing torpedoes. This is accomplished by depressing selective jump key number three until the typewriter returns TORPEDO FIRED. At this time the selective jump key should be returned to the normal position, unless

DD65 CONSOLE OVERLAY

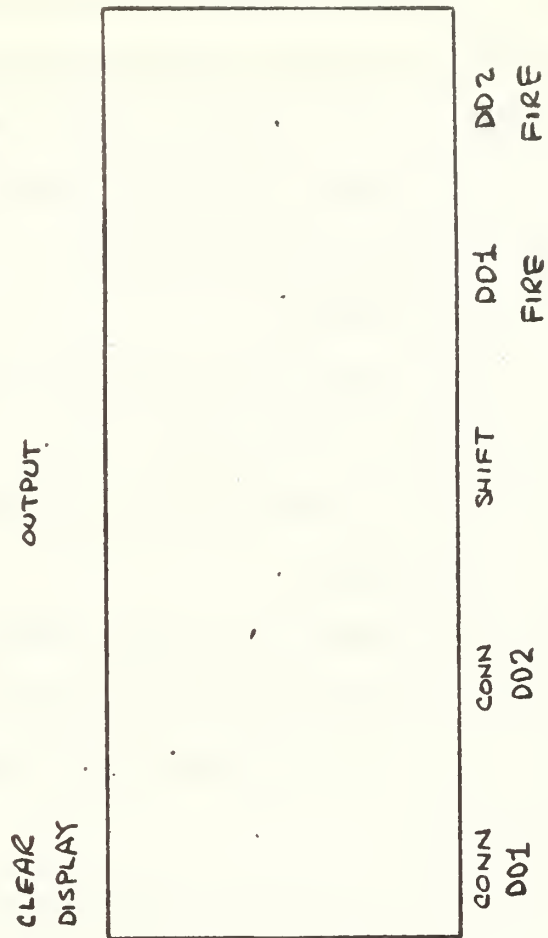
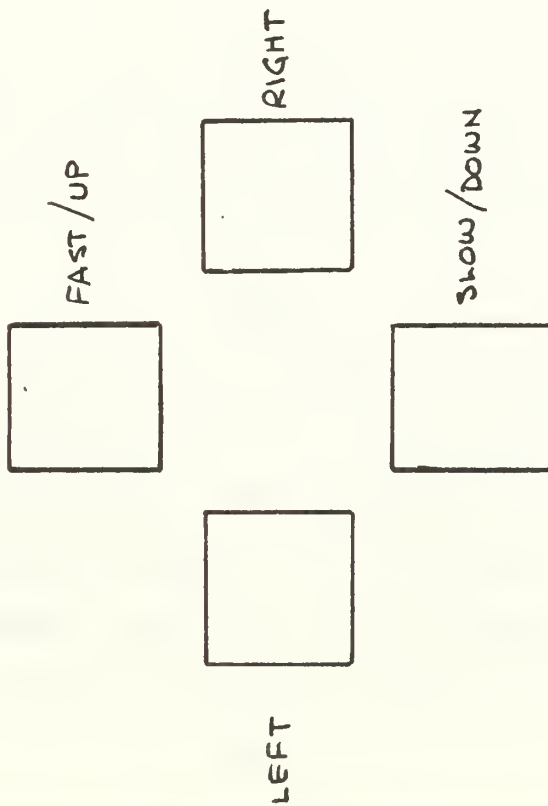


FIGURE 5

another torpedo is desired. If a hit is scored, the typewriter will return DESTROYER SUNK. When both destroyers are sunk the typewriter will return GAME OVER. At the beginning of the game, the typewriter will give the submarine team the following information:

1. Maximum speed available to submarine.
2. Maximum depth allowable.

The third type of communication is with the various critique routines. Critique is accomplished in three ways:

1. A recording of all information on the DD 65 display is recorded by the tape unit near the DD 65.
2. A graph of the tracks of the DD's, submarine, and all radiation is made on tape unit eight of the CDC 1604 (the graph has game time recorded by each mark to aid in correlating with the various other parts of the critique routine).
3. A critique of all important events and their time is recorded on tape unit five of the CDC 1604 for print out at the conclusions of the game.

These three methods of critique, if correlated, will give an excellent "replay" of the simulation. Any communication with the program other than listed above will be accomplished as described by Leach and Perrella [5].

TIMING

The timing of this simulation is done by means of a time loop block. In this block, the contents of cell 5006B in the CDC 1604 is tested and stored as ICLOCK. A variable, NEXT, is generated as the sum of ICLOCK and ISTEP, the stepping interval. ISTEP is determined from another variable TFACTOR that is equal to one for real time. TFACTOR equal to three would, for example, cause the game to run at three times real time. When ICLOCK

becomes greater than or equal to NEXT the loop is exited and the simulation continues. This procedure is easily followed in Appendices II and IV.

6. CONCLUSIONS AND ACKNOWLEDGEMENTS

The considerations made in the formulation and construction of this simulation have made some observations possible. Only the basic modular structure of the simulation has been considered in detail. Each individual modular block has been designed in as simple a form as possible while maintaining some degree of realism. The simulation is sound in its general organization. New program blocks may be substituted making the simulation as realistic as desired. It is hoped that this simulation will be played with more sophisticated models and on-line equipment of greater capacity so that doctrine and tactics in the area of self-inflicted nuclear environment may be explored.

It was found that the general purpose computer language was completely satisfactory for the construction of this simulation. The modularization technique made the logical organization of the simulation straight forward and is recommended for use in future simulations.

The author wishes to express his appreciation to Professor Mitchell L. Cotton and Professor Alvin F. Andrus for their aid and encouragement in the preparation of this thesis. In addition, the author would like to thank Miss Patricia Hoang for her assistance in programming the linking subroutines and LCDR Richard E. DeWinter for his comments in proofreading the manuscript.

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APPENDIX I

LIST OF VARIABLES

This Appendix contains a listing of the variables used in the simulation MULNUC1, arranged in alphabetical order.

<u>Variable</u>	<u>Definition</u>
AROCMAX	Maximum range of the ASROC, in yards. This is an input parameter, set equal to 9,000 yards by the inputs block and can be changed in the change inputs block.
AROCMIN	Minimum safe range for the ASROC, in yards. This value is computed in the initializing block, and is a function of warhead size.
B	Last bearing the submarine held of the nearest destroyer, in degrees true.
BNPTS	A dummy variable used in the contact tracking block for the determination of contact speed.
CENTERB	The course such that the submarine will split the channel between the destroyers, in degrees true.
CLOUDR(I)	Radius of the i^{th} cloud of radiation, in yards.
CLOUDX(I)	X-coordinate of the i^{th} cloud of radiation with respect to the main coordinate system, in yards.
CLOUDY(I)	Y-coordinate of the i^{th} cloud of radiation with respect to the main coordinate system, in yards.
CONTB(I)	Bearing of sonar contact of i^{th} destroyer, in degrees true.
CONTC(I)	Contact course, as computed by the contact tracking block, in degrees true.
CONTR(I)	Sonar range to contact, as measured by the i^{th} destroyer.
CONTS(I)	Contact speed as computed by the contact tracking model, in knots.
CONTX(I)	X-coordinate of the i^{th} destroyer's contact, in yards, with respect to the main coordinate system.
CONTY(I)	Y-coordinate of the i^{th} destroyer's contact, in yards, with respect to the main coordinate system.

<u>Variable</u>	<u>Definition</u>
D	Difference between the true bearing to the submarine from the destroyer and the submarine's true course, in degrees. This is used in the determination of doppler.
DA	Absolute value of D.
DAMAGE	Percent damage to the submarine from the current detonation.
DAMAGET	Cumulative damage to the submarine, in percent.
DDC(I)	Course of the i^{th} destroyer, in degrees true.
DDS(I)	Speed of the i^{th} destroyer, in knots.
DDSMAX(I)	Maximum speed available to the i^{th} destroyer, in knots.
DDX(I)	X-coordinate of the i^{th} destroyer, in yards, with respect to the main coordinate system.
DDY(I)	Y-coordinate of the i^{th} destroyer, in yards, with respect to the main coordinate system.
DETR	Detection range, in yards. This is a random variable with mean DETRM and normally distributed with sigma of .3 times DETRM.
DETRM	Mean detection range, in yards. A function of GRAD SUBD.
DISTC(I,J)	Distance of the i^{th} destroyer from the center of the j^{th} cloud of radiation.
DISTP(I,J)	Distance of the i^{th} destroyer from the center of the j^{th} pool of radiation.
DOB	Depth of burst, in feet, of ASROC warhead.
DR	Advance of the destroyer considered, in yards, between marks as considered by the tracking model.
DTIME	Total time delay from the firing of an ASROC and the detonation, in seconds. This includes time of flight and time of sinking.
DUMMY	A dummy variable used throughout the program.
DX	East-west advance of the destroyer considered, in yards, between marks as considered by the tracking model.

<u>Variable</u>	<u>Definition</u>
DY	North-south advance of the destroyer considered, in yards, between marks as considered by the tracking model.
ESR	Effective sonar range, in yards. Computed by the initializing block.
GRAD	Water temperature gradient, in degrees per hundred feet of depth.
GTIME	Game time, in minutes. At the start of the game GTIME is zero.
GZX	X-coordinate of ground zero for the detonation considered, in yards, with respect to the main coordinate system.
GZY	Y-coordinate of ground zero for the detonation considered, in yards, with respect to the main coordinate system.
HULL	Submarine hull thickness, in inches of steel.
IASROC	Hull number of the destroyer that fired the last ASROC. If no ASROC has been fired, IASROC is zero.
ICLASS(I)	Sonar classification of the i th destroyer's contact. 0 - no contact, 1 - possible submarine, 2 - probable submarine.
ICLOCK	Contents of location 5006B in the CDC 1604. The CDC 1604 steps this cell once every second.
ICIRCX(I)	A dummy vector of X-coordinates of points to transmit circles to the display.
ICIRCY(I)	A dummy vector of Y-coordinates of points to transmit circles to the display.
ICONTB(I)	Fixed point version of CONTB(I), used to transmit to the display.
ICONTC(I)	Fixed point version of CONTC(I), used to transmit to the display.
ICRIT#	A series of critique indicators. 0 - pass.
1	1 - sonar contact
2	1 - ASROC fired

<u>Variable</u>	<u>Definition</u>
ICRIT#	
3	1 - torpedo fired
4	1 - ASROC misfire
5	1 - target in range
6	1 - sub sunk
7	1 - destroyer sunk
8	1 - target too close to shoot at
9	1 - target out of ASROC range
11	1 - game is a draw, submarine escaped
12	1 - submarine wins, destroyer 1 sunk with submarine escaping
13	1 - submarine wins, destroyer 2 sunk with submarine escaping
14	1 - submarine wins, both destroyers sunk
15	1 - destroyers win, submarine sunk by destroyer 1
16	1 - destroyers win, submarine sunk by destroyer 2
17	1 - submarine wins by transiting between the destroyers
IDDC(I)	Fixed point version of DDC(I), used to transmit to the display.
IDDS(I)	Fixed point version of DDS(I), used to transmit to the display.
IDDX(I)	Fixed point version of DDX(I), used to transmit to the display.
IDDY(I)	Fixed point version of DDY(I), used to transmit to the display.
IDEEP	An index used to indicate the classification of nuclear burst. 1 - very shallow, 2 - shallow, 3 - deep, 4 - very deep.
IDOPLER(I)	An index used to indicate the doppler of the i th destroyer's contact. 0 - no doppler, 1 - up doppler, 2 - down doppler.

<u>Variable</u>	<u>Definition</u>
IEND	An index used to indicate game over. 0 - game not over, 1 - game over.
IFIRE	An index used to indicate if the submarine has fired a torpedo. 0 - torpedo not active, 1 - torpedo still active.
ILOGIC	A logic index used in the submarine model.
IONE	The lowest destroyer hull number. Equal to 1 at the beginning of the game. If destroyer number one is sunk the IONE is equal to two.
INITIAL	An index of the initial situation. 0 - submarine at the origin, 1 - submarine randomly distributed in the upper half of the playing area.
IR	Radius of display area, in thousands of yards.
IRANDOM	A random number selected to initialize the random number generator. This number must be an odd integer in the interval 1 to 67108863.
ISHOOT1	A flag used to activate the firing sequence for destroyer 1. 0 - do not shoot, 1 - shoot.
ISHOOT2	A flag used to activate the firing sequence for destroyer 2. 0 - do not shoot, 2 - shoot.
ISOL(I)	A progressive index of the quality of the firing solution the i^{th} destroyer has on its target. 0 - no solution, thru 5 - best solution.
ISS	Sea state.
ISTEP	Fixed point version of TSTEP.
ISTRAT	Submarine basic strategy when the submarine is controlled by the computer. 0 - run for it, 1 - go up the middle, 2 - end run.
ISUBC	Fixed point version of SUBC.
ITURN	Logical index that records the submarine's initial turn. 0 - left turn, 1 - right turn.
IXO	X-coordinate of center of displayed area, in hundreds of yards with respect to the main coordinate system.
IXDD(I,J)	A dynamic table of track data, recording the X-coordinate of the j^{th} mark of the i^{th} destroyer. The maximum value of j is eight. Entries are in yards, with respect to the main coordinate system.

<u>Variable</u>	<u>Definition</u>
IXDD1(I)	This variable is equal to IXDD(1, I).
IXDD2(I)	This variable is equal to IXDD(2, I).
IXSUB(I,J)	A dynamic table of track data, recording the X-coordinate of the j th mark of the i th destroyer's sonar contact. The maximum value of j is eight. Entries are in yards, with respect to the main coordinate system.
IXSUB1(I)	This variable is equal to IXSUB(1,I).
IXSUB2(I)	This variable is equal to IXSUB(2,I).
IY0	Y-coordinate of center of displayed area, in hundreds of yards with respect to the main coordinate system.
IYDD(I,J)	A dynamic table of track data, recording the Y-coordinate of the j th mark of the i th destroyer. The maximum value of j is eight. Entries are in yards, with respect to the main coordinate system.
IYDD1(I)	This variable is equal to IYDD(1,I).
IYDD2(I)	This variable is equal to IYDD(2,I).
IYSUB(I,J)	A dynamic table of track data, recording the Y-coordinate of the j th mark of the i th destroyer's sonar contact. The maximum value of j is eight. Entries are in yards, with respect to the main coordinate system.
IYSUB1(I)	This variable is equal to IYSUB(1, I).
IYSUB2(I)	This variable is equal to IYSUB(2, I).
IWINDD	Fixed point version of WINDD, used to transmit data to the display.
MARKS(I)	Number of continuous marks, up to five, the i th destroyer has on his sonar contact.
N	A dummy variable.
NCONBER	Number of constant bearing the submarine has on the nearest destroyer.
NEXT	Time of the next cycle, in seconds of computer time.
NMARKS(I)	Same as MARKS(I) except NMARKS(I) does not stop at five.

<u>Variable</u>	<u>Definition</u>
NOSHOOT	Index to limit destroyers to one active weapon at a time. 0 - there are no active weapons, alright to shoot, 1 - there is an active weapon, cannot shoot.
NPTS	Index used to control display data until there are eight point available on destroyer tracks.
NPTS1	A dummy variable.
NPTS2	A dummy variable.
NRDD	The highest destroyer hull number. Equal to 2 at the beginning of the game. If destroyer number two is sunk then NRDD is equal to one.
NSHOTS	Total number of ASROC's fired during the game.
PHIT	A random variable used to determine if a torpedo, fired by the submarine, hit the destroyer.
POOLR(I)	Radius of the i^{th} pool of radiation, in yards.
POOLX(I)	X-coordinate of the i^{th} pool of radiation, in yards, with respect to the main coordinate system.
POOLY(I)	Y-coordinate of the i^{th} pool of radiation, in yards, with respect to the main coordinate system.
R	Radius of the displayed area, in yards.
REL	A random variable used to determine ASROC reliability.
RADDOSE(I)	Total radiation dose the i^{th} destroyer has been exposed to during the game, in roentgens.
RADRATE(I)	The rate at which the i^{th} destroyer is receiving radiation, in roentgens/hr.
RANDOM	The random variable used to link the various random generators.
RANGE	A dummy variable used as a temporary storage in range calculations.
RLETHAL	The lethal range of the ASROC warhead, in yards.
SAFETY	Safety factor used to compute submarine maximum operating depth as a function of the crush depth of the hull.
SB(I)	Screw beat count of the i^{th} destroyer as measured by the submarine.

<u>Variable</u>	<u>Definition</u>
SIGMA	A dummy variable used in the calling of normally distributed random variables.
SR	Sink rate of the ASROC warhead, in feet per second.
SSB(I)	The actual beating of the submarine from the i^{th} destroyer, in degrees true.
STRESS	Yield strength of the steel used in the submarine hull, measured in thousands of pounds per square inch.
SUBC	The true submarine course, in degrees true.
SUBD	The actual submarine depth in feet.
SUBDMAX	The maximum allowable operational depth of the submarine, in feet.
SUBS	The actual speed of the submarine, in knots.
SUBSMAX	The maximum speed available to the submarine, in knots.
SUBX	The actual submarine X-coordinate with respect to the main coordinate system, in yards.
SUBY	The actual submarine Y-coordinate with respect to the main coordinate system, in yards.
SUM	A dummy variable used in the computation of radiation dose.
TBURST(I)	Time of detonation of the i^{th} ASROC warhead, measured in game time.
TEMP	A dummy variable.
TEMP1	A dummy variable.
TEMP2	A dummy variable.
TEMP3	A dummy variable.
TEMP4	A dummy variable.
TEMP5	A dummy variable.
TEMPCR(I,J)	The radiation rate received by the i^{th} destroyer from the j^{th} cloud of radiation, in roentgens per hour.
TEMPPR(I,J)	The radiation rate received by the i^{th} destroyer from the j^{th} cloud of radiation, in roentgens per hour.

<u>Variable</u>	<u>Definition</u>
TFACTOR	A time factor, 1 - real time, 2 - double time, .5 - half time.
THERMO	Depth of the thermocline, in feet.
THETA	A dummy variable used in the computation of courses and bearings.
TINTER	Time to intercept of a torpedo fired by the submarine, in minutes.
TLOGIC	A time storage point used to control timed logic.
TOB	Time of burst, this includes time of flight and sink time of the ASROC warhead, measured in minutes of game time.
TOF	Time of flight of the ASROC warhead, in seconds.
TOS	Sink time of the ASROC warhead, in seconds.
TSTEP	The time step for each cycle of the game, in seconds.
TXDD(I,J)	A temporary storage of the j^{th} past position X-coordinate of the i^{th} destroyer used in preparing track data for the display, measured in yards.
TYDD(I,J)	A temporary storage of the j^{th} past position Y-coordinate of the i^{th} destroyer used in preparing track data for the display, measured in yards.
TXSUB(I,J)	A temporary storage of the j^{th} past position X-coordinate of the i^{th} destroyer's sonar contact used in preparing track data for the display, measured in yards.
TYSUB(I,J)	A temporary storage of the j^{th} past position Y-coordinate of the i^{th} destroyer's sonar contact used in preparing track data for the display, measured in yards.
VEL	The relative velocity of the torpedo fired by the submarine, with respect to the destroyer target, in knots.
W1	A dummy variable used to determine the destroyer that is closest to the submarine.
W2	A dummy variable used to determine the destroyer that is closest to the submarine.
WINDD	Wind direction in degrees true.
WINDV	Wind velocity, in knots.

<u>Variable</u>	<u>Definition</u>
X(I,J)	The X-coordinate of the i^{th} destroyer's j^{th} continuous mark on its sonar contact, in yards, with respect to the main coordinate system.
XDD(I,J)	The X-coordinate of the i^{th} destroyer $j-1$ steps ago, in yards, with respect to the main coordinate system.
X0	The X-coordinate of the center of the displayed area, in yards, with respect to the main coordinate system.
XTEMP	A dummy variable used for temporary storage of X-coordinates.
Y(I,J)	The Y-coordinate of the i^{th} destroyer's j^{th} continuous mark on its sonar contact, in yards, with respect to the main coordinate system.
YDD(I,J)	The Y-coordinate of the i^{th} destroyer $j-1$ steps ago, in yards, with respect to the main coordinate system.
YIELD	The yield of the ASROC warhead in kilotons.
Y0	The Y-coordinate of the center of the displayed area, in yards, with respect to the main coordinate system.
ZZX	A vector of destroyer and submarine X-coordinates used by the graph plot routine in Critique I.
ZZY	A vector of destroyer and submarine Y-coordinates used by the graph plot routine in Critique I.

APPENDIX II

LOGIC FLOW DIAGRAMS

This Appendix contains a series of logic flow diagrams as listed below.

- Executive Control
- Plot Generator
- Interactions
- Radiation Model
- Submarine Logic Model
 - Run for It
 - Up the Middle
 - End Run
- Submarine Team Control
- Sonar Contact Model
- Contact Tracking Model
- Weapon Firing Model
- Evaluation Model
- Critique I
- Critique II

It will be noted that the statement number from the program listing is shown in the upper right hand corner of each symbol in the block diagram. This should aid in correlating this Appendix, with Appendix IV.

FLOW CHART SYMBOLS



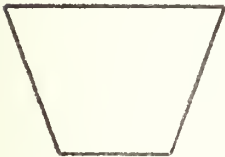
A connector or terminal.



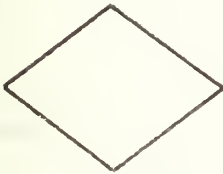
An offpage connector.



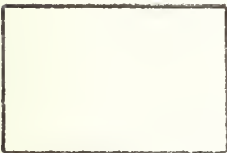
A predefined process or module/subroutine.
A more detailed flow chart of this subroutine is also included.



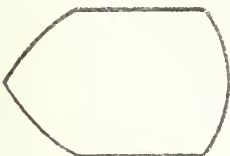
Input/output other than display.



Decision.

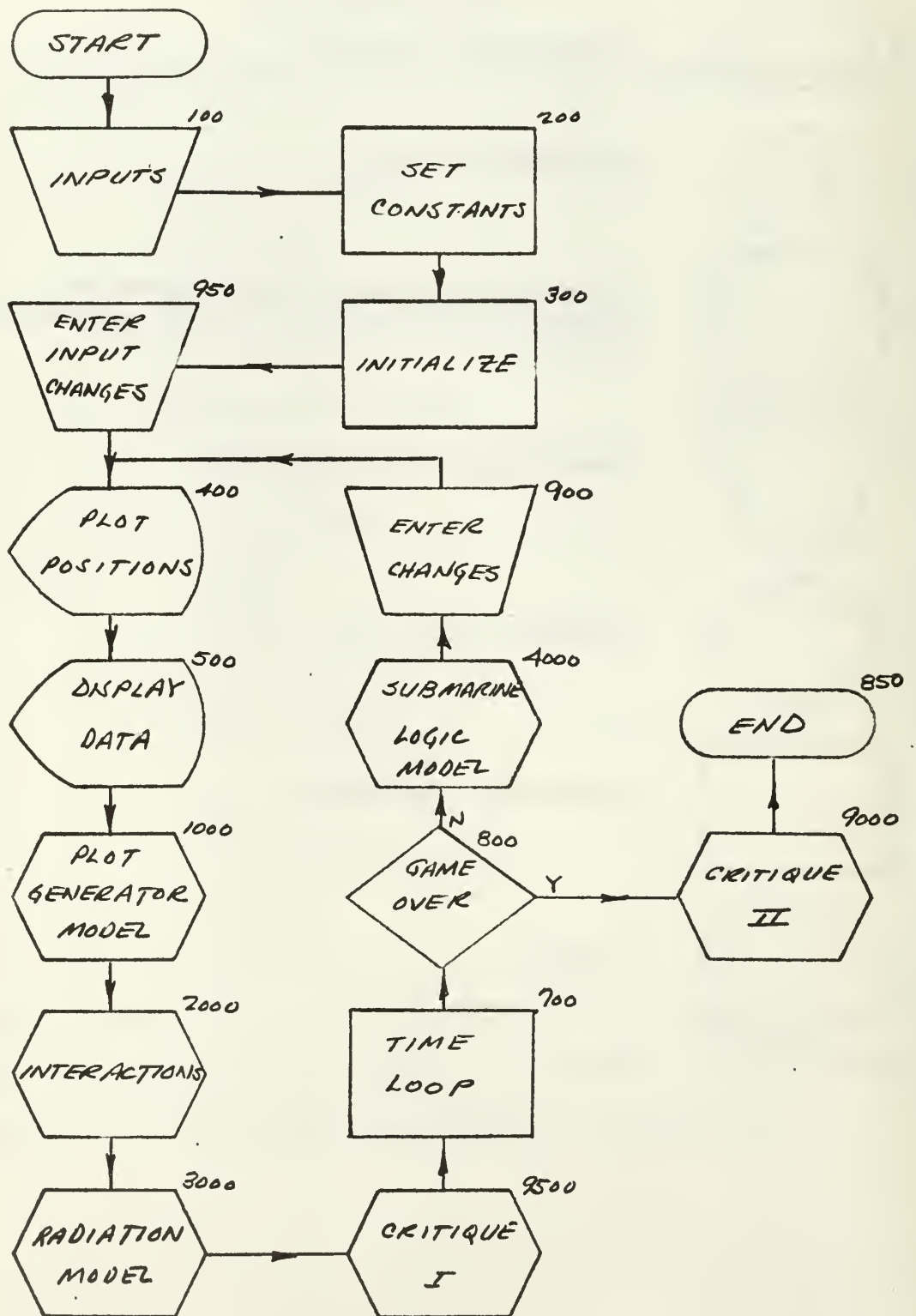


Processing, annotation.

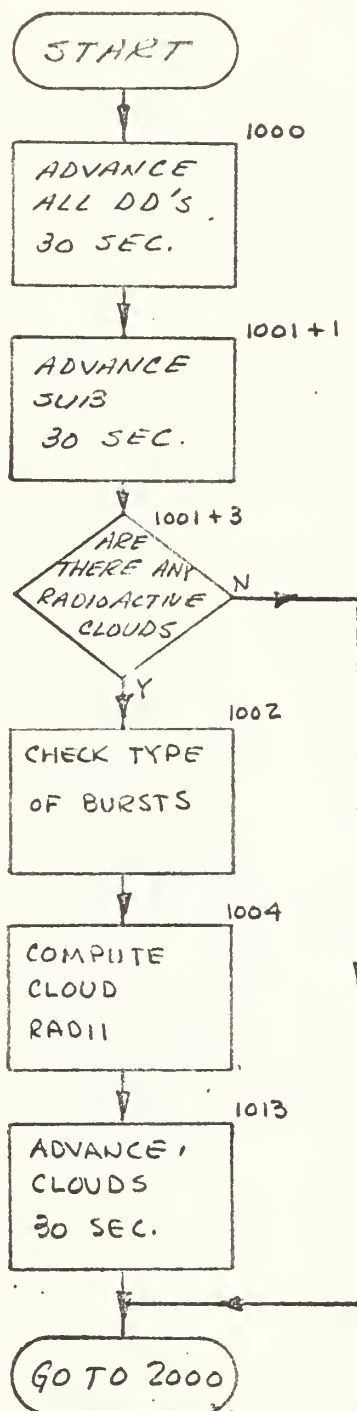


Display.

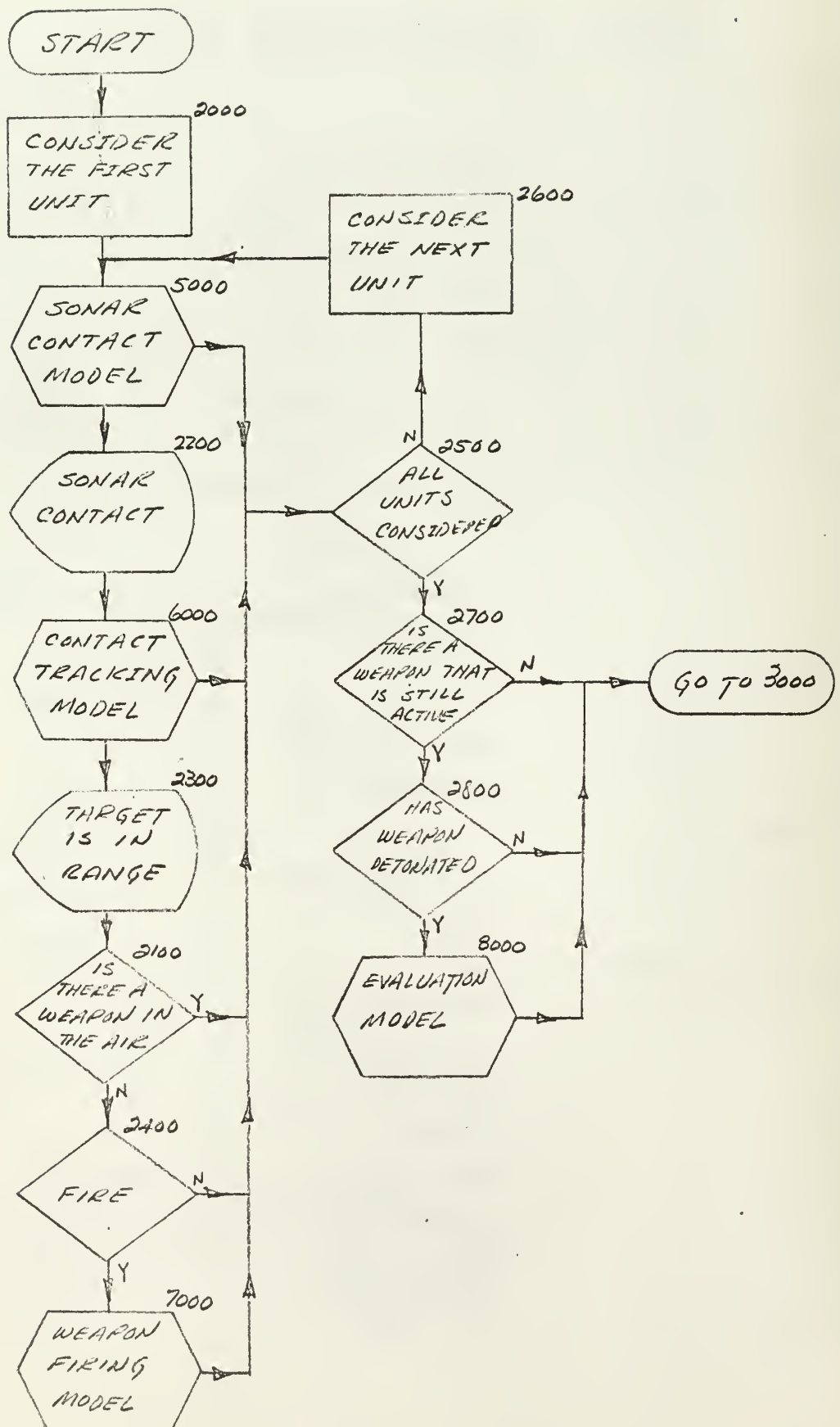
EXECUTIVE CONTROL



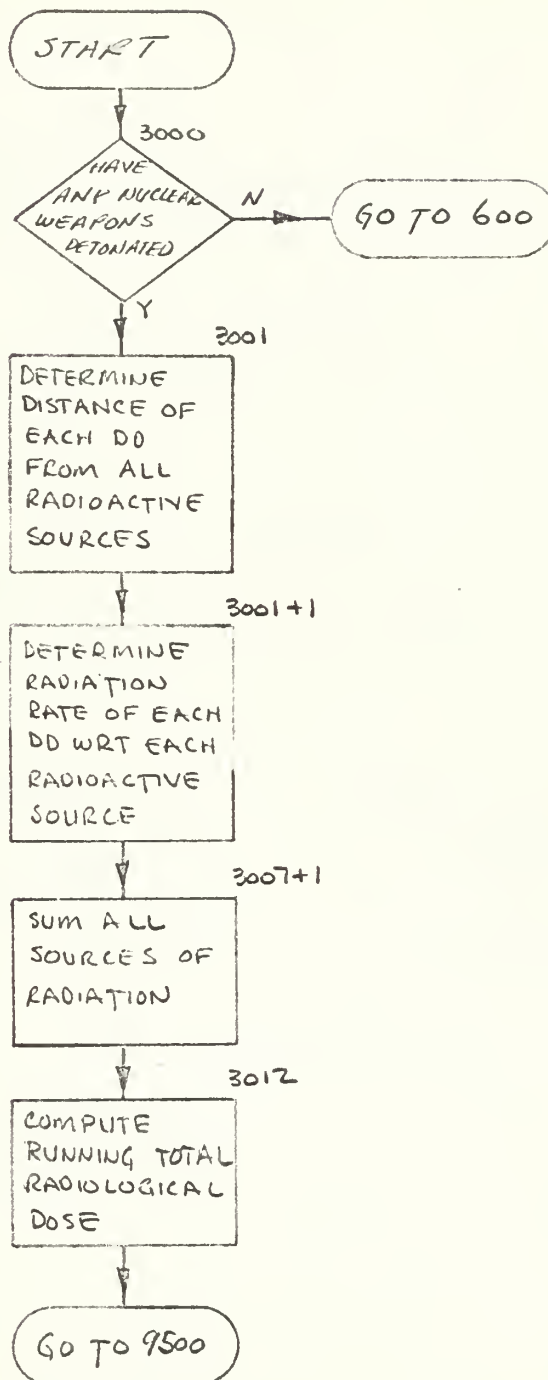
PLOT GENERATOR MODEL



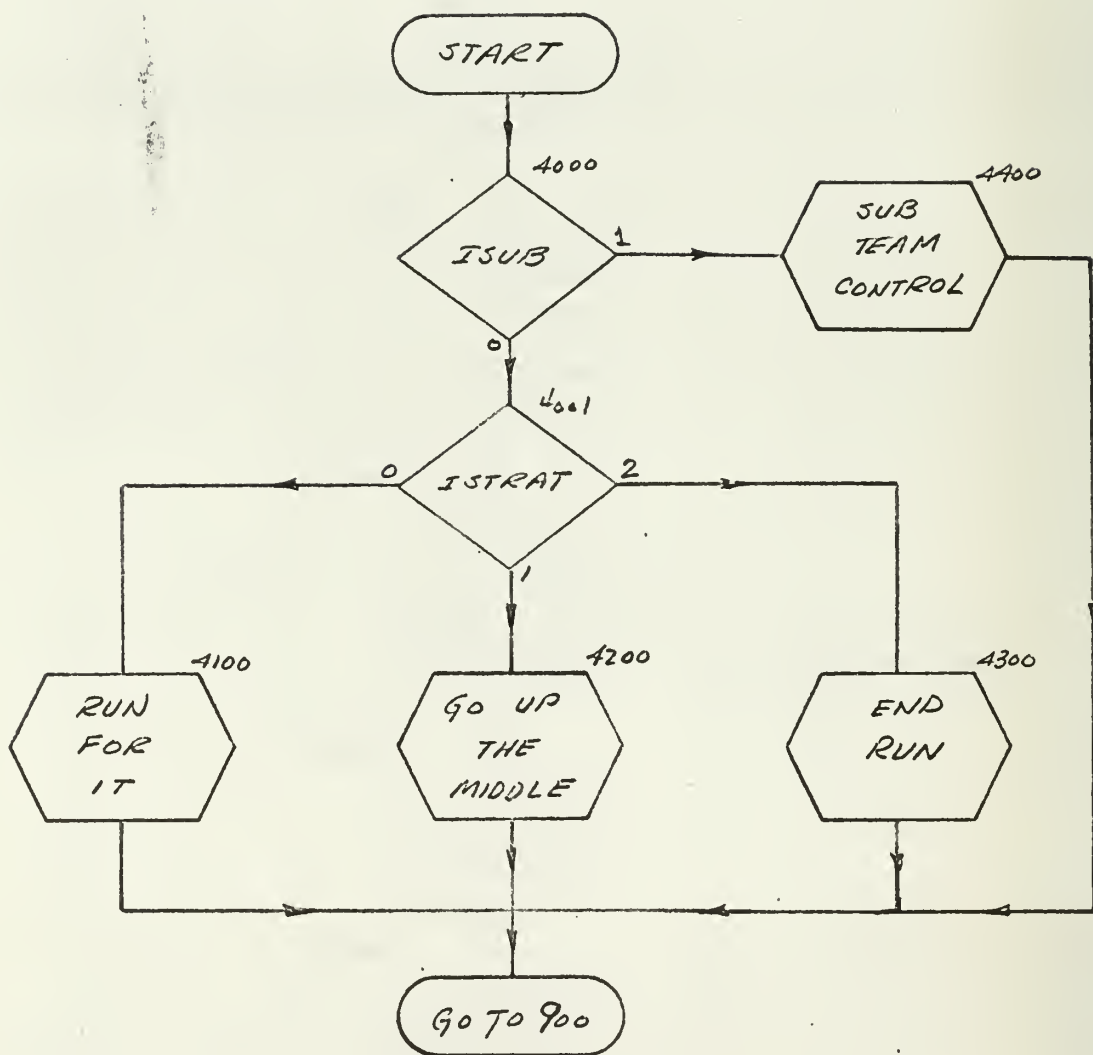
INTERACTIONS



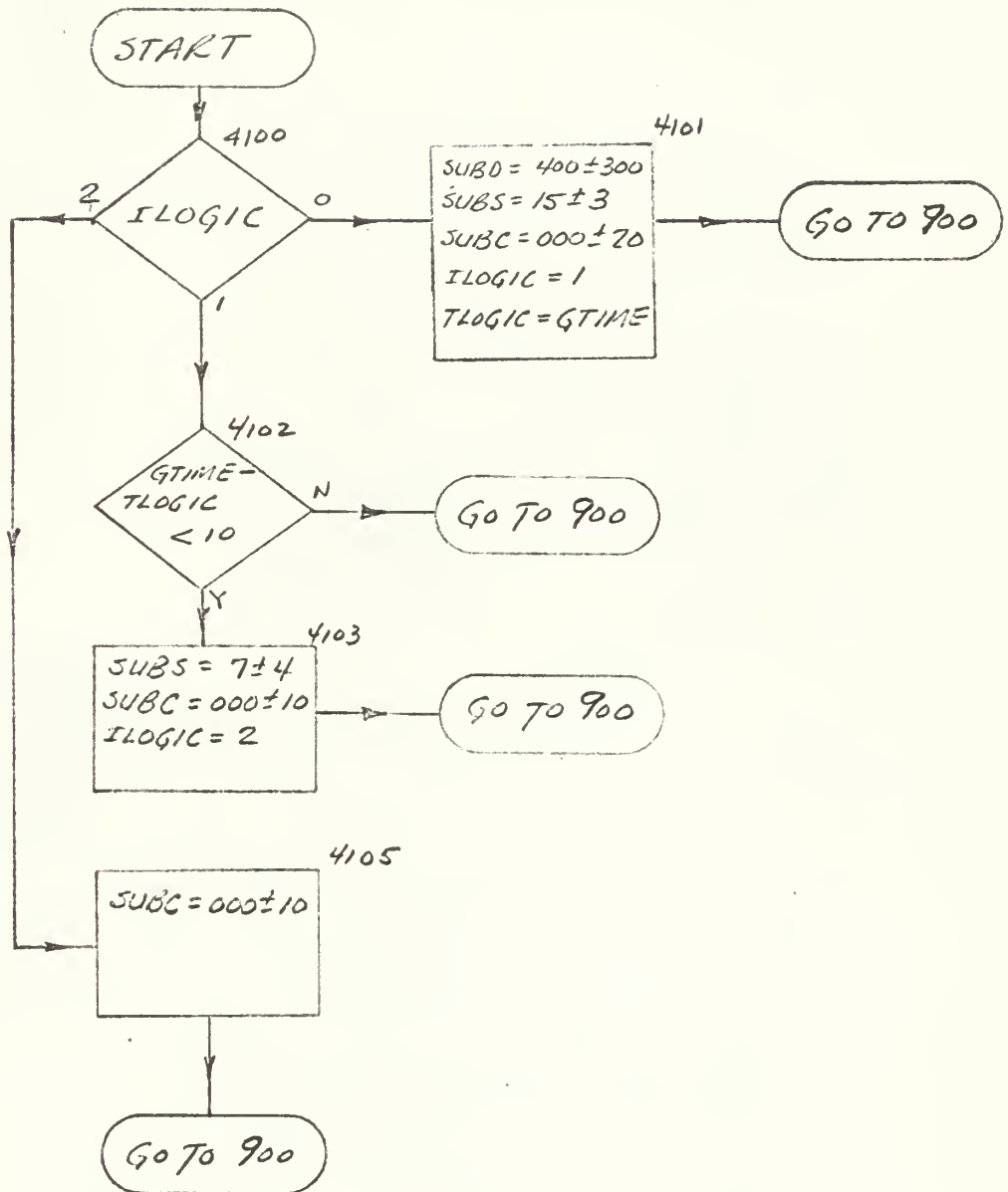
RADIATION MODEL



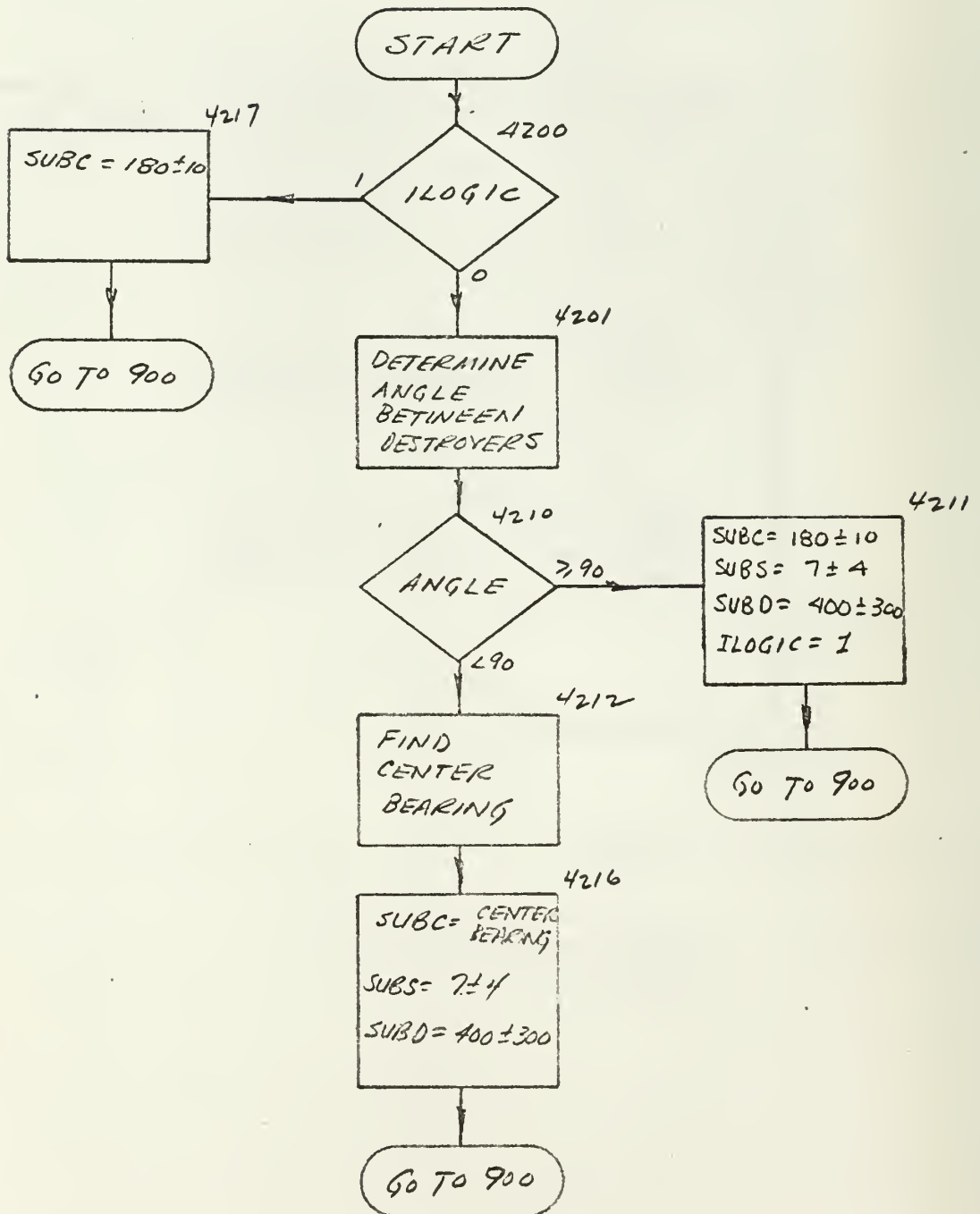
SUBMARINE LOGIC MODEL



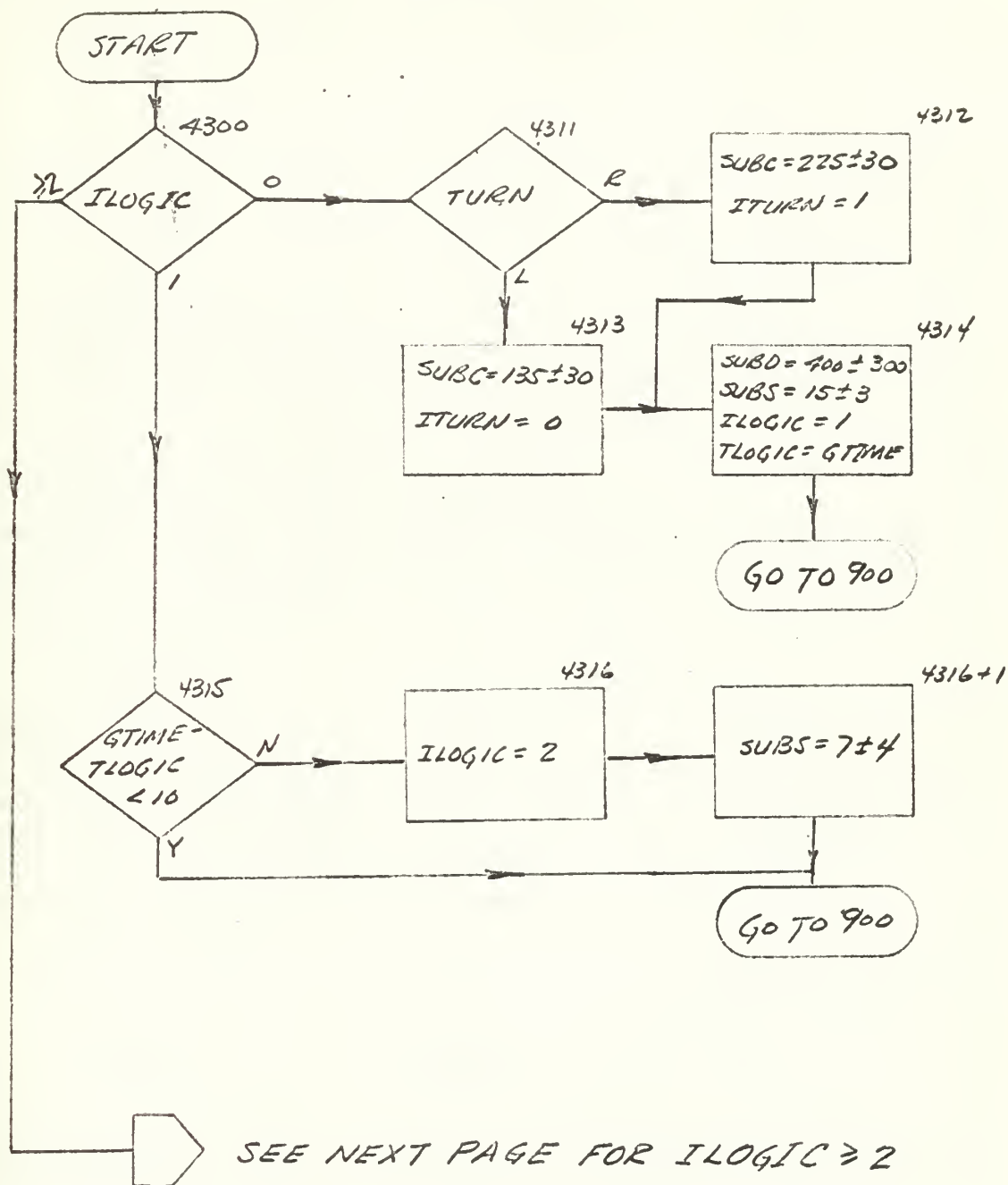
RUN FOR IT



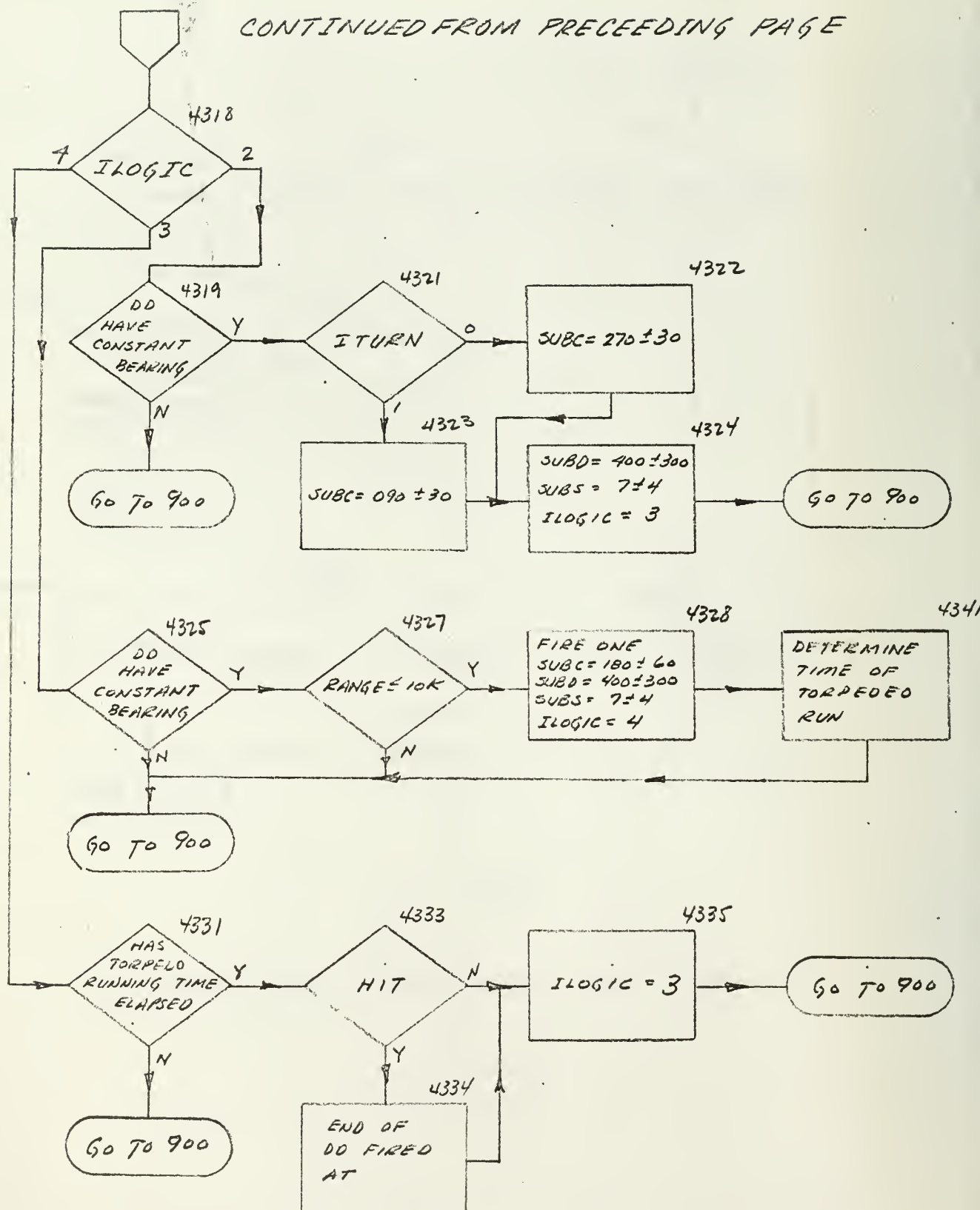
UP THE MIDDLE



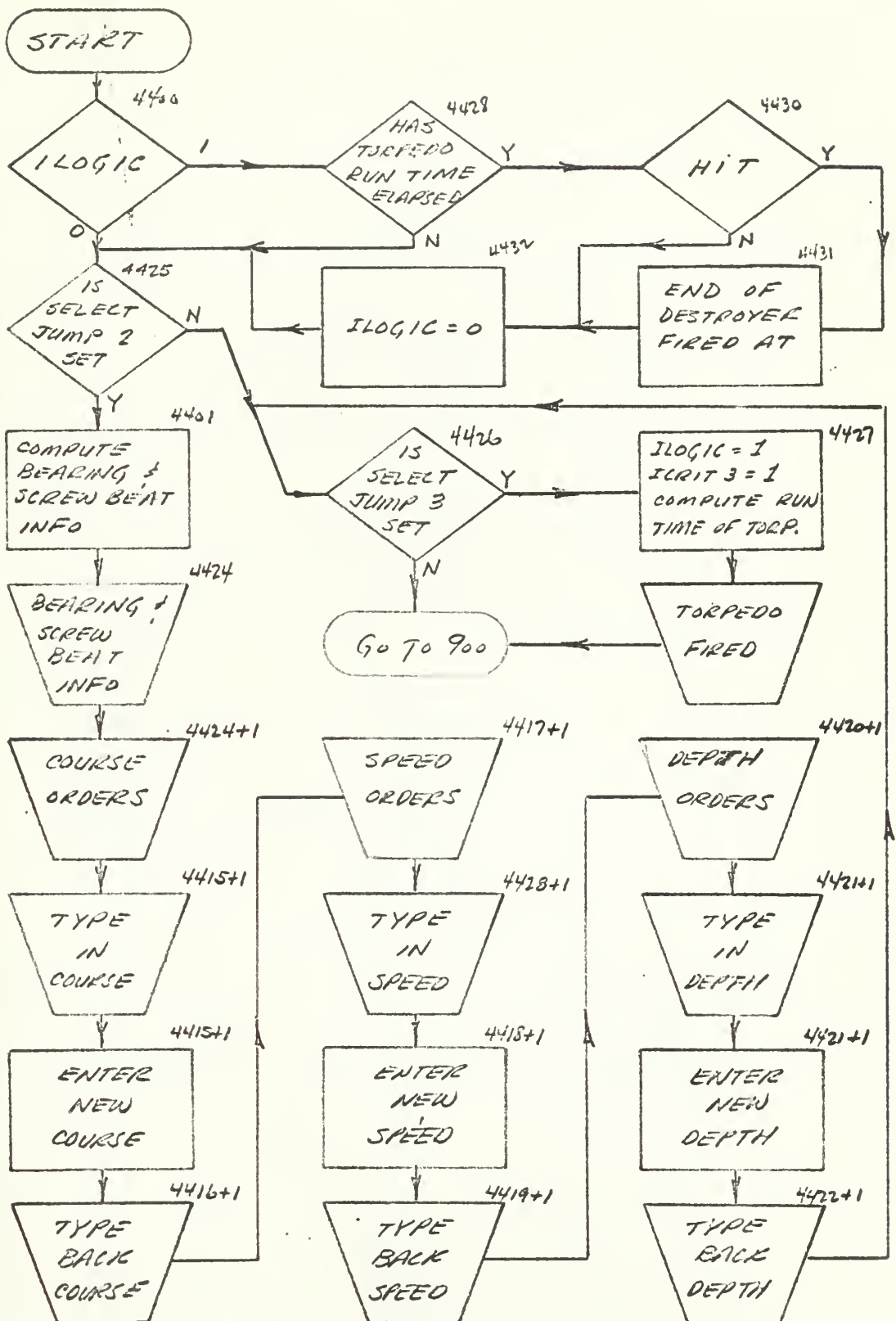
END RUN



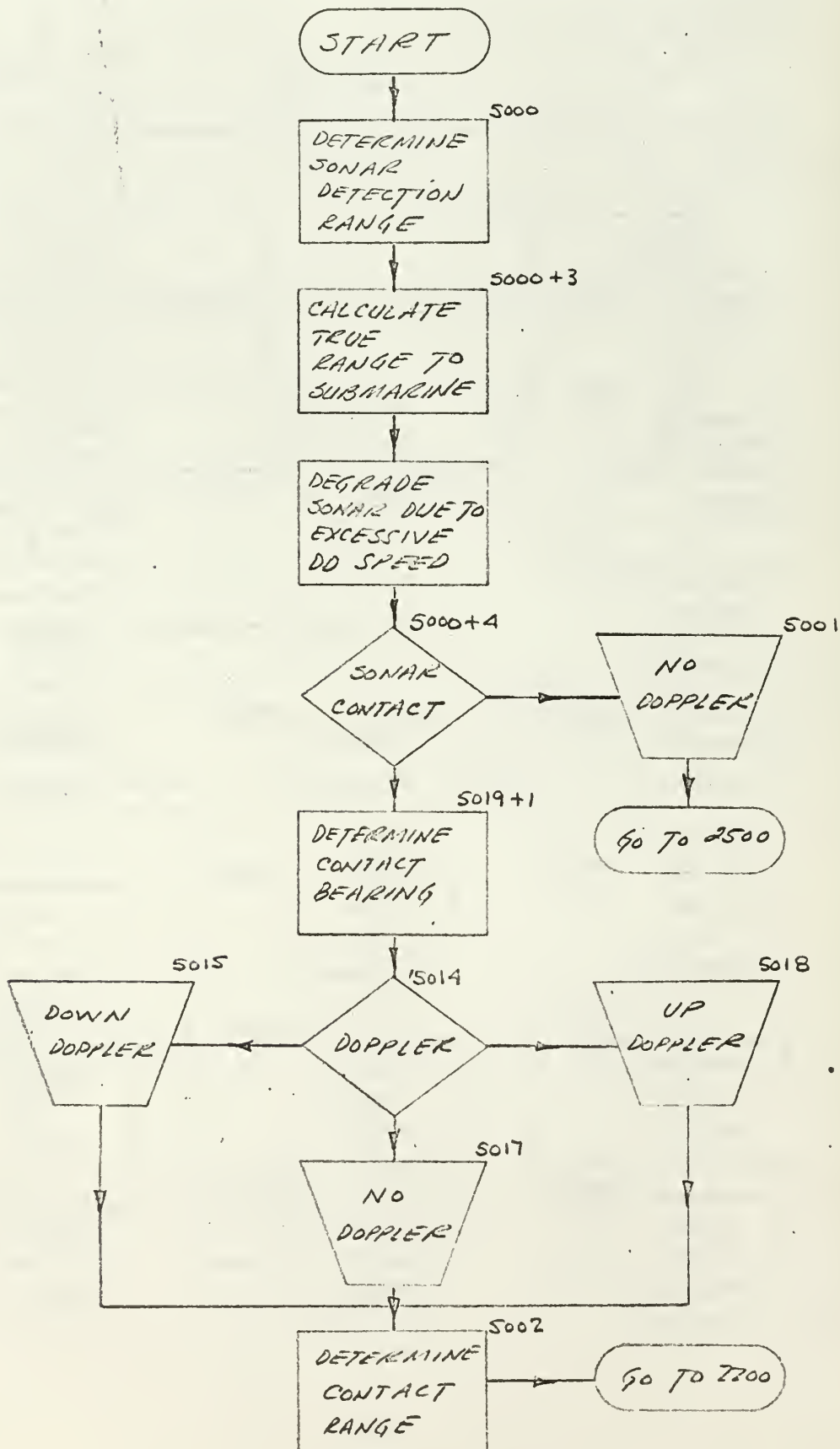
CONTINUED FROM PRECEDING PAGE



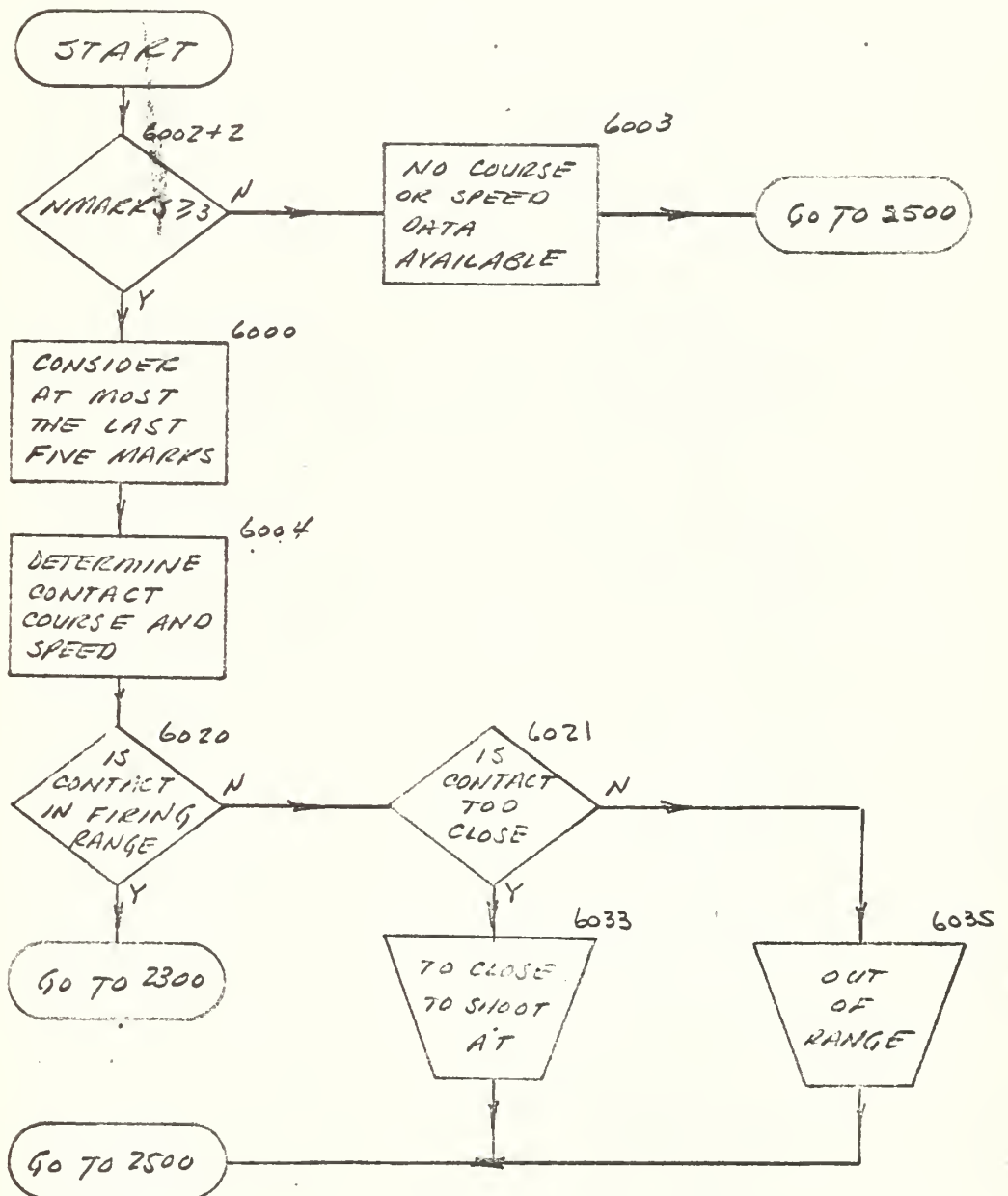
SUBMARINE TEAM CONTROL



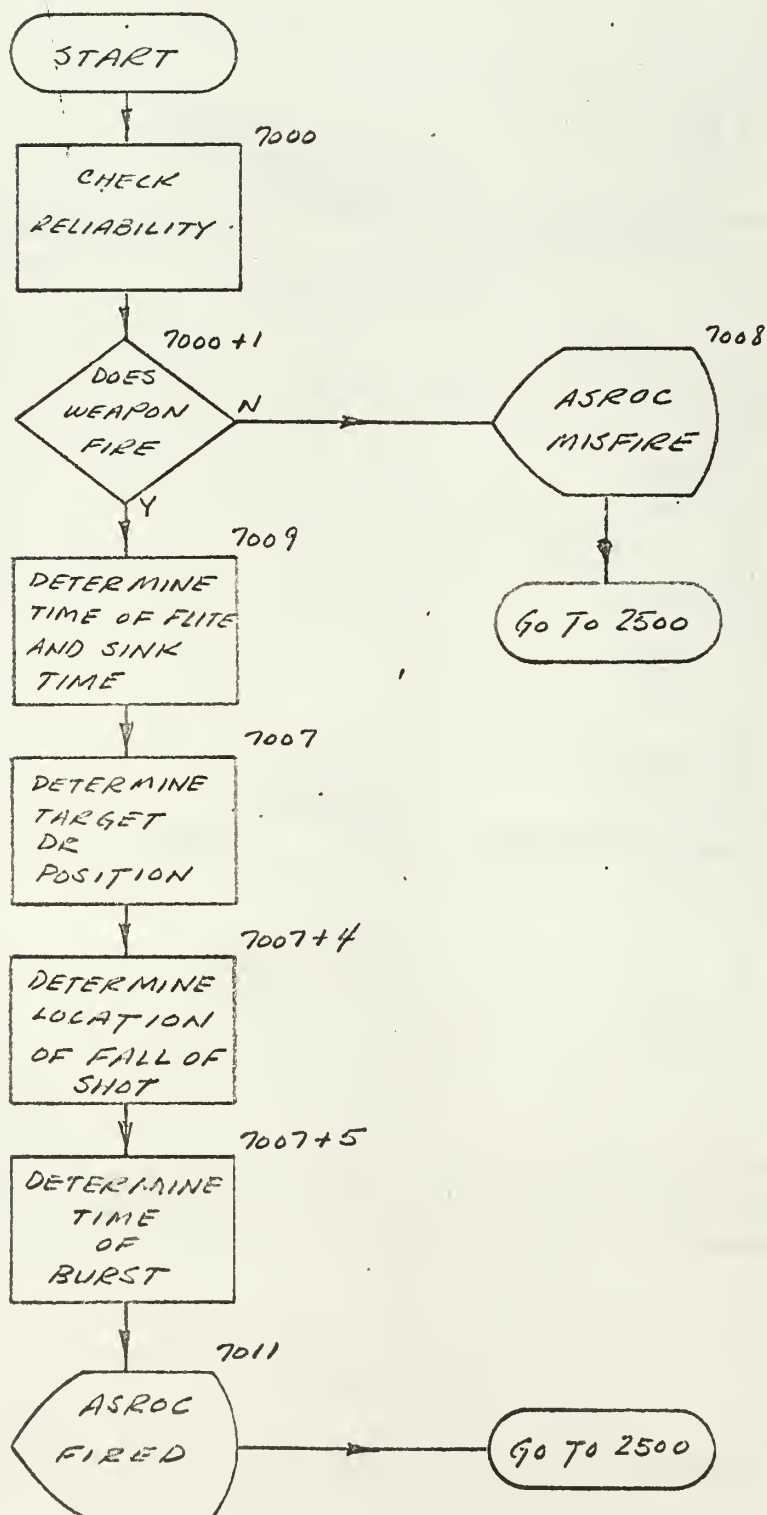
SONAR CONTACT MODEL



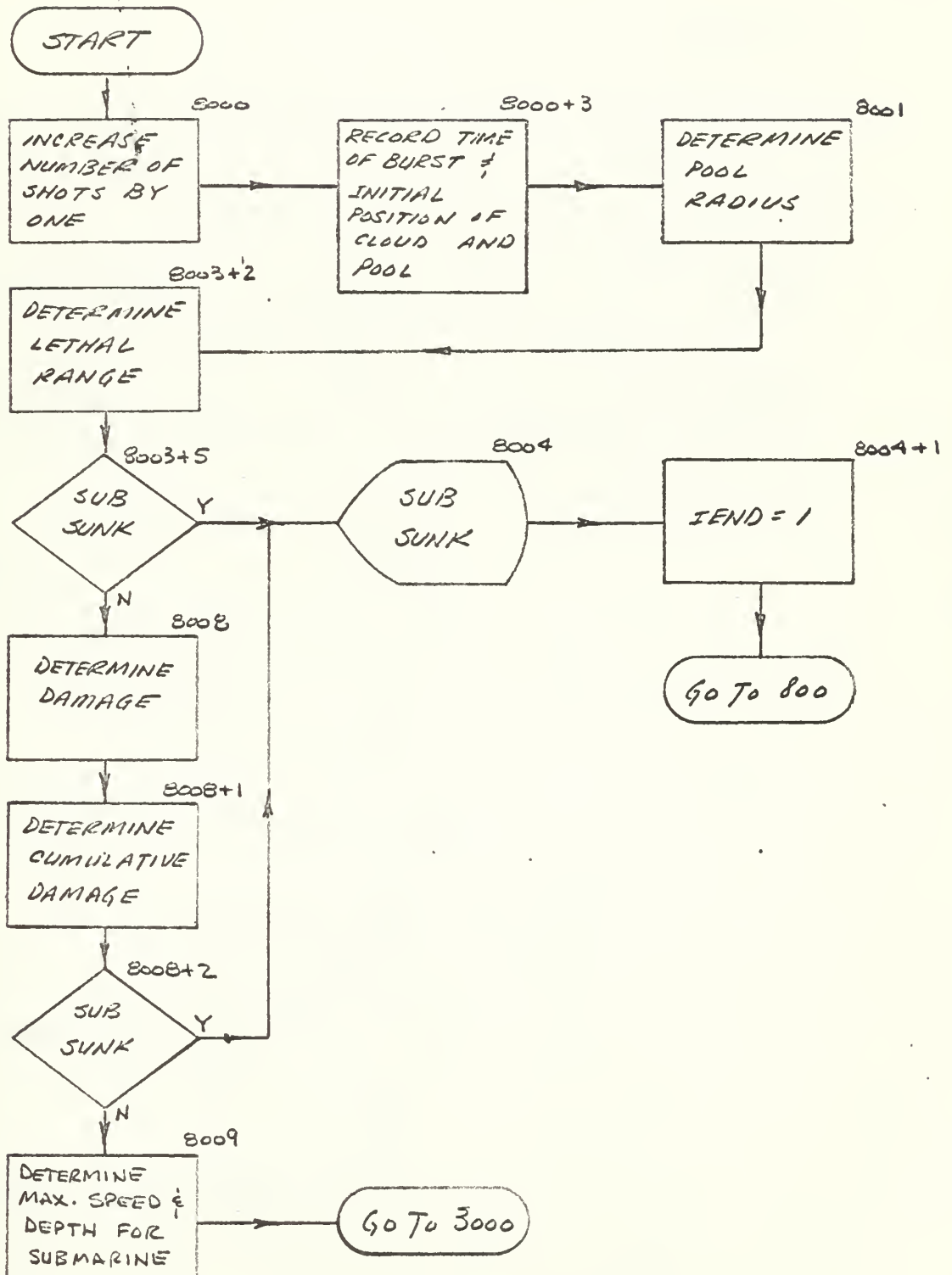
CONTACT TRACKING MODEL



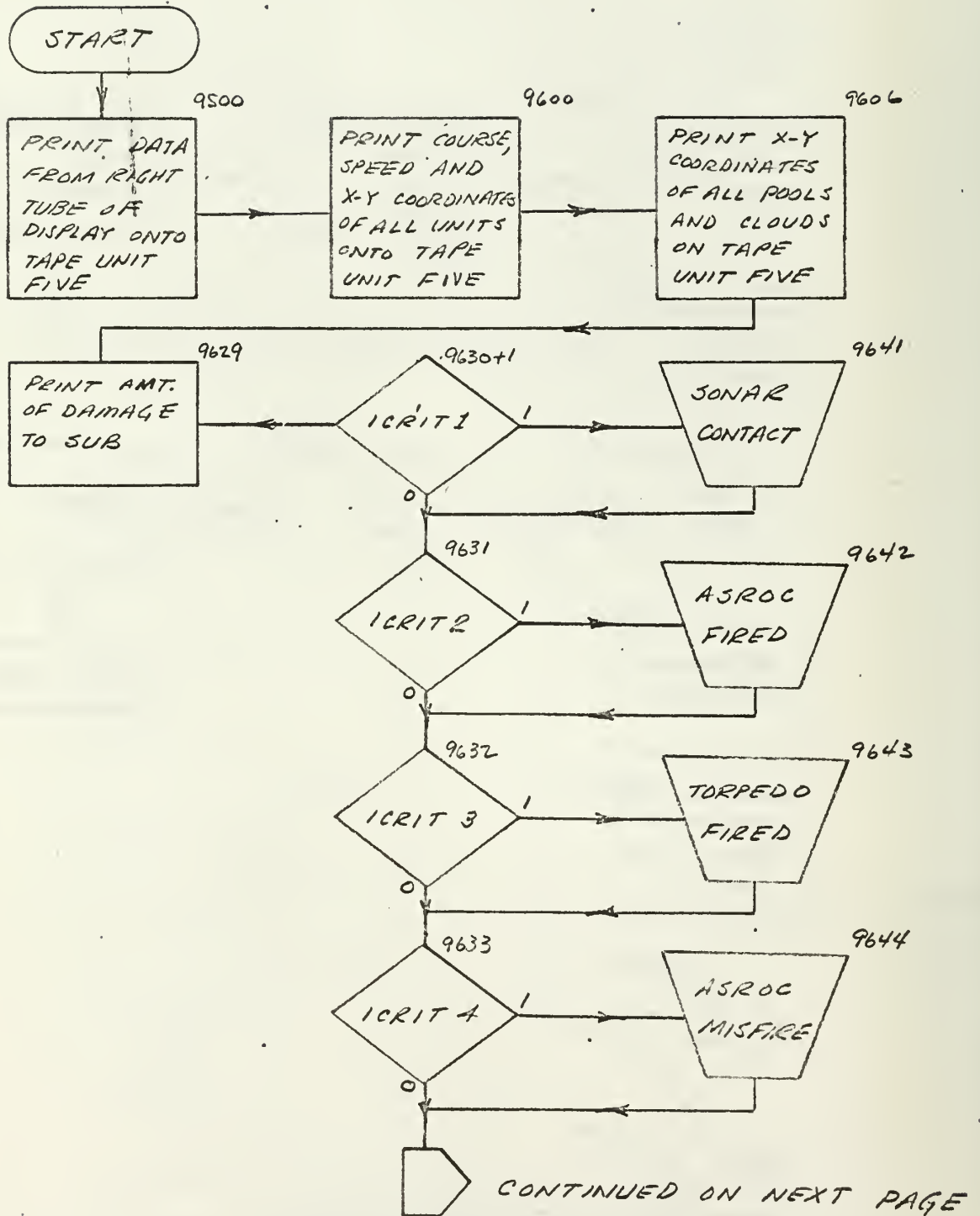
WEAPON FIRING MODEL



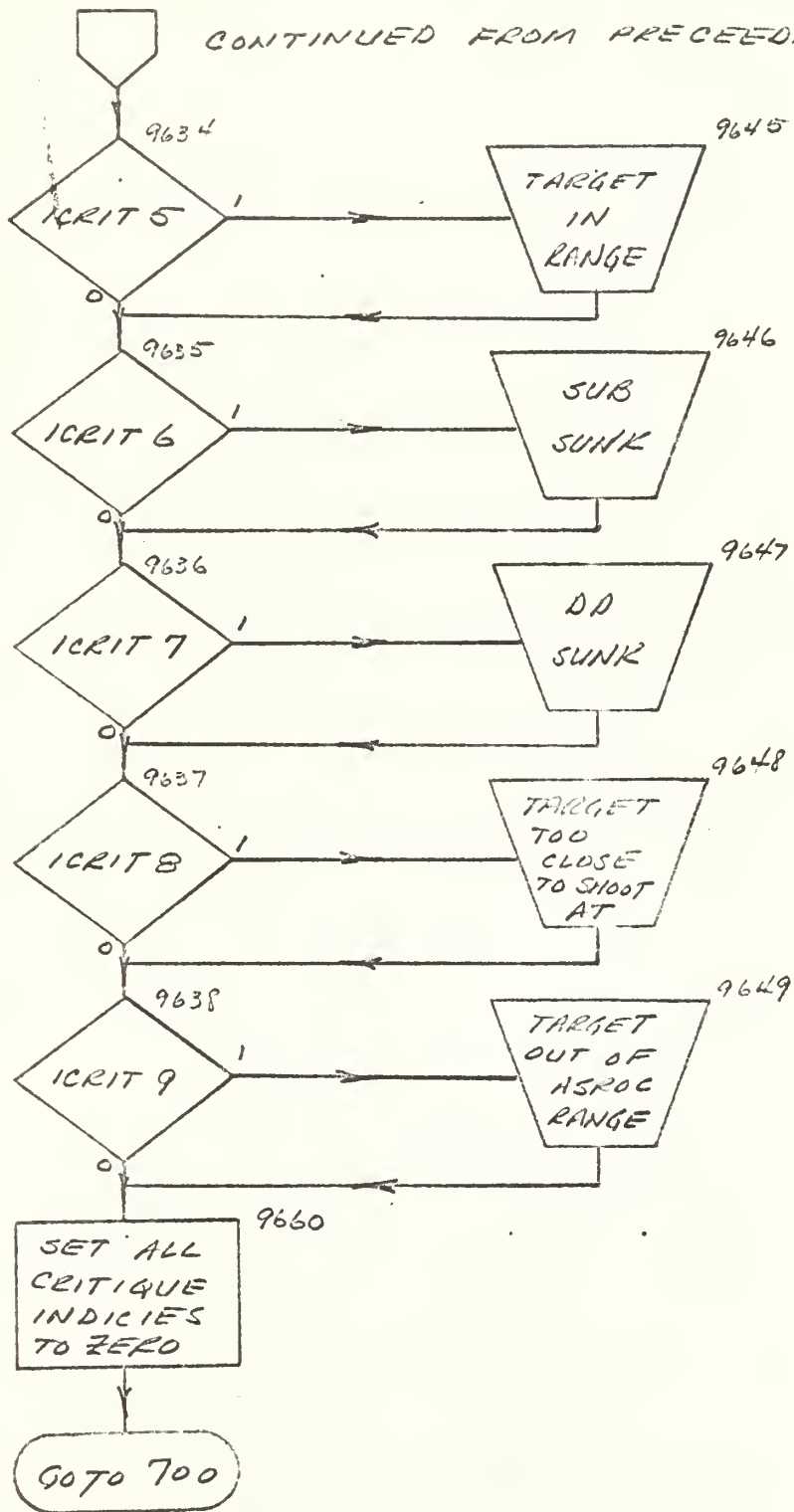
EVALUATION MODEL



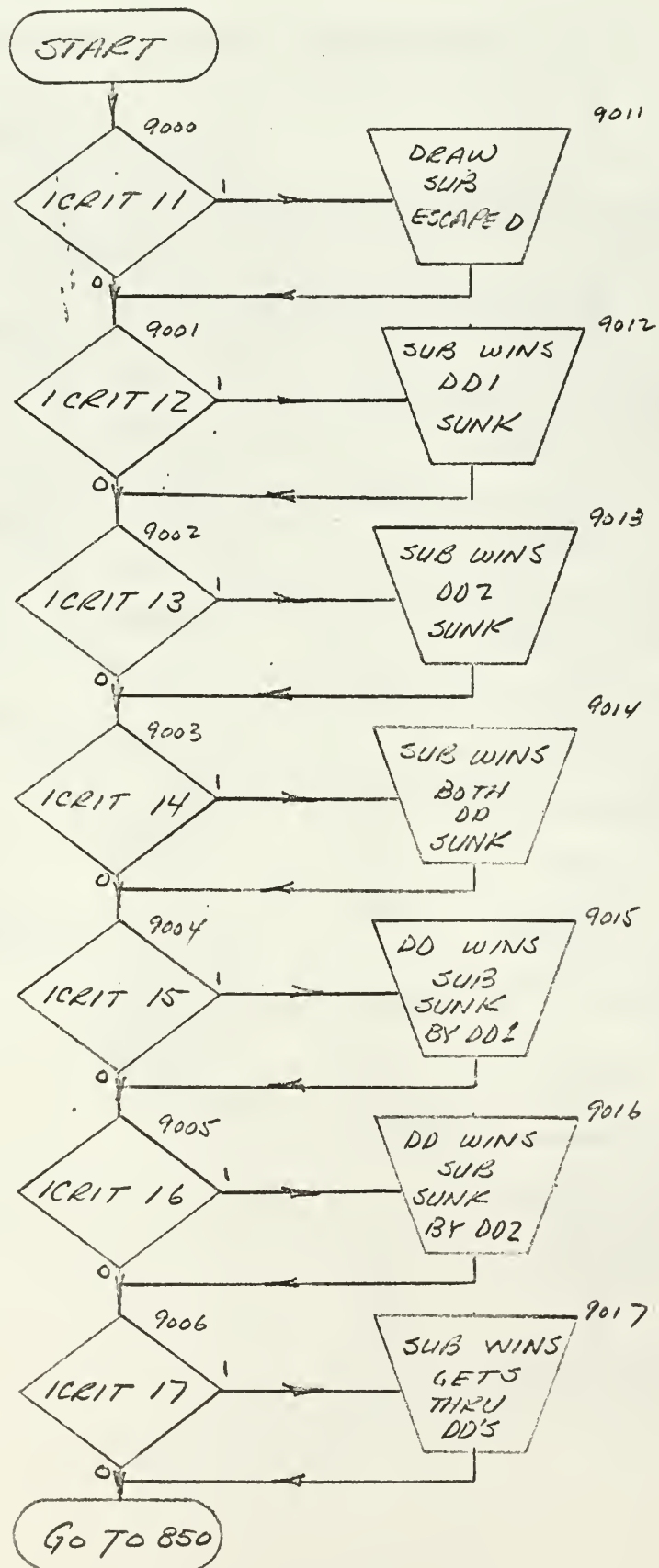
CRITIQUE I



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CRITIQUE II



APPENDIX III

SUBROUTINES AND CDC 160 EXECUTIVE ROUTINE

This Appendix contains an explanation of the subroutines used in the main program and the CDC 160 executive routine used to connect the CDC 1604 with the DD 65 display. A listing of these subroutines can be found in Appendix IV.

SUBROUTINE RANVAR

Subroutine RANVAR is used as the basic random number generator. It generates random floating point numbers in the interval zero to one that are distributed uniformly in that interval. The random variables used in the main program are called from either UNIFORM, NORMAL or ERROR subroutines which in turn call RANVAR for input. The generator is a simple fixed point division utilizing the remainder from the Q register as the random number. This number is then mapped into the zero to one interval. Only one input is required to initialize this generator, namely IRANDOM.

SUBROUTINE UNIFORM

Subroutine UNIFORM is a three argument subroutine used to generate uniformly distributed random numbers in any interval. The arguments are:

1. The center of the interval.
2. The half width of the interval.
3. The output random number.

An example would be UNIFORM (5.0, 2.0, SUBS). This call would yield the variable SUBS, submarine speed, uniformly distributed in the interval with center at five knots and plus or minus two knots.

SUBROUTINE NORMAL

Subroutine NORMAL is a three argument subroutine used to generate normally distributed random numbers with any mean and standard deviation. This normal distribution is generated by means of the sum of identically distributed (uniform) random variables. Twelve uniform numbers are used because:

1. The truncation is not significant.
2. Twelve reduces the formula to a summation and no division is required.

The arguments to this subroutine are:

1. The mean of the distribution.
2. The sigma of the distribution.
3. The output random number.

SUBROUTINE ERROR

Subroutine ERROR is a five argument subroutine used to generate circular normal distributed random variables. This subroutine is used to determine the true fall of shot given the aiming point and CEP or sigma of the distribution of fall or shot. The arguments are:

1. The X-coordinate of the aim point.
2. The Y-coordinate of the aim point.
3. The sigma of the circular normal distribution.
4. The X-coordinate of the fall of shot.
5. The Y-coordinate of the fall of shot.

SUBROUTINE CIRCLE

Subroutine CIRCLE is used to generate a series of points, 24 in number, every 15 degrees around the perimeter of a circle of predetermined

center and radius. The circle is then used in the formation of the circular clouds and pools of radiation displayed to the destroyer team. The arguments are:

1. The X-coordinate of the center of the circle with respect to the main coordinate system.
2. The Y-coordinate of the center of the circle with respect to the main coordinate system.
3. The radius of the circle with respect to the main coordinate system.
4. The X-coordinate of the center of the display with respect to the main coordinate system.
5. The Y-coordinate of the center of the display with respect to the main coordinate system.
6. The radius of the displayed area.
7. A vector of X-coordinates of the 24 points in the circle with respect to the display coordinate system.
8. A vector of Y-coordinates of the 24 points in the circle with respect to the display coordinate system.

SUBROUTINE DCIRCLE

DCIRCLE is a subroutine used to transmit the circle coordinates, generated in subroutine CIRCLE, to the CDC 160 from the CDC 1604. The arguments to this subroutine are:

1. ITRKNO - the track of circle number by which this particular circle can be designated.
2. CHAR - a single letter or number in hollerith form that is to be displayed as one of the points in the circle
3. In the program MULNUC1 the letter c and p are used to distinguish between clouds and pools of radiation.

4. NUMPTS - the number of points in the circle.
5. IX - a vector of X-coordinates for the circle.
6. IY - a vector of Y-coordinates for the circle.

SUBROUTINE DTRACK

Subroutine DTRACK is used to transmit track data to the CDC 160 from the CDC 1604. This subroutine will send tracks of up to eight points to the CDC 160. The arguments to this subroutine are the same as those in DCIRCLE, in fact the two routines are identical with the exception of the allowable number of points.

SUBROUTINE DSTATUS

DSTATUS is a subroutine used to transmit information to the windows described in the section on Man Machine Interface. This information can be in two forms:

1. Program variables in fixed point form.
2. Messages in hollerith form.

The arguments are:

1. ITYPE - zero represents a numerical program variable is to be sent, while one indicates that an eight hollerith character word is to be sent.
2. NWIND - the number of the window to which the variable or word is to be sent.
3. IW - the field width of the variable.
4. INAME - the name of the variable to be transmitted.
5. IX - the X-coordinate of the lower left hand corner of the window.
6. IY - the Y-coordinate of the lower left hand corner of the window.

It should be noted that windows are 128 display coordinates units long. If a message in the form of words is to be sent to the display and it is longer than eight letters (the length of one window) it can be sent by means of more than one window. These windows should be displaced by 128 units in the X direction, thus the windows may form a continuous word of more than eight characters.

SUBROUTINE PARAMS

PARAMS is an eight argument subroutine used to query the CDC 160 as to the contents of eight selected windows. This subroutine allows the main program, in the CDC 1604, to enter changes that have been made to the windows of the display by the player. This is the only method the player has of communicating with the program without interrupting the play. The eight arguments to this subroutine are:

1A - the contents of window 5

2A - the contents of window 6

3A - the contents of window 7

4A - the contents of window 8

5A - the contents of window 9

6A - the contents of window 9

7A - the contents of window 16

8A - the numeric value of a location in the CDC 160 that is controlled by the DD1 FIRE and DD2 FIRE buttons.

APPENDIX IV

PROGRAM LISTING

This Appendix contains the computer program listing of the simulation MULNUC1. The program blocks are in numerical order and the logic can be followed by cross referencing this Appendix with Appendix I. In this program all classified input parameters have been assigned fictitious values so that the program, as presented in this thesis, could remain unclassified.

..JOB#444F,MCMICHAEL,D.L.
PROGRAM MULNUC1

MUL00010
MUL00020

IN RUNNING THIS PROGRAM THE PLAYER WILL HAVE THE OPTION
OF CHANGING THE FOLLOWING INPUT PARAMETERS.

YIELD SIZE OF ASROC WARHEAD

AROCMAX ASROC MAXIMUM RANGE

DOB DEPTH OF BURST

TFACOR 1 - REAL TIME 2 - DOUBLE TIME

GRAD WATER TEMPERATURE GRADIENT

DDSMAX(1) DD1 MAXIMUM SPEED AVAILABLE

DDSMAX(2) DD2 MAXIMUM SPEED AVAILABLE

SUBSMAX SUBS MAXIMUM SPEED AVAILABLE

NRANDOM A RANDOM NUMBER TO START GAME

STRESS YIELD STRESS OF THE SUBMARINE HULL

HULL SUBMARINE HULL THICKNESS

DDX(1) DD1 X-COORDINATE

DDX(2) DD2 X-COORDINATE

DDY(1) DD1 Y-COORDINATE

DDY(2) DD2 Y-COORDINATE

```

C      ISUB      0 - COMPUTER CONTROL 1 - SUB TEAM CONTROL
C
C      INITIAL    0 - SUB AT ORIGIN 1 - SUB POSIT RANDOM
C
C      ISTRAT     0 - RUN 1 - UP MIDDLE 2 - END RUN
C
C      THESE PARAMETERS ARE SET TO NOMINAL INITIAL VALUES AND
C      WILL BE DISPLAYED AS INPUT PARAMETERS. IF A CHANGE OF THESE
C      VALUES IS DESIRED IT CAN BE MADE AT THE TIME THE SCREEN
C      DISPLAYS (VARIABLES ARE) AND A LIST OF VARIABLES. AT THIS
C      TIME THE N-TH VARIABLE IN THE LIST CAN BE CHANGED BY
C      TYPING A AND THE NUMBER N, AND THEN =, AND THE NEW VALUE OF
C      THE SELECTED PARAMETER. AS AN EXAMPLE IF THE THIRD
C      VARIABLE IS TO BE CANGED TO 3.1 THE PLAYER WOULD TYPE
C      A3=3.1 AND THEN DEPRESS THE OUTPUT BUTTON ON THE DD65.
C
C      THE COMPUTE WILL THEN RETURN (OK) IF THE PARAMETER IS OF
C      THE CORRECT FORM. AFTER ALL CHANGES HAVE BEEN ENTERED
C      THE PLAYER WILL TYPE END AND THE GAME WILL CONTINUE.
C      HAVING ENTERED ALL PARAMETER CHANGES THE GAME WILL
C      PROCEED AUTOMATICALLY. THE PLAYER MAY THEN MANEUVER THE
C      THE DESTROYERS BY THE PROCEEDURE OUTLINED IN THE SECTION

```

```

C OF THE THESIS TITLED MAN MACHINE INTERFACE.
  DIMENSION DDX(2),DDY(2),CONTR(2),CONTB(2),CONTC(2),CONTS(2),
1 IDOPLER(2),MARKS(2),X(2,5),Y(2,5),DDC(2),DDS(2),
2 NMARKS(2),DDB(2),CONTX(2),CONTY(2),SSB(2),DDSMAX(2),
3 ICLASS(2),IDDC(2),RADRATE(2),RADDOSE(2),ISOL(2),
4 SB(2),ICONTC(2),ICONTB(2),TBURST(10),CLOUDR(10),
5 CLOUDX(10),CLOUDY(10),POOLX(10),POOLY(10),POOLR(10),
6 DISTC(2,10),DISTP(2,10),TEMPCR(2,10),TEMPPR(2,10),
7 IDDX(2),IDDY(2),IDDS(2),XDD(2,8),YDD(2,8),
8 TXDD(2,8),TYDD(2,8),IXDD(2,8),IYDD(2,8),IXDD1(8),ZYZ(3),
9 IXDD2(8),IYDD1(8),IYDD2(8),XSUB(2,8),YSUB(2,8),ZZX(3)
  DIMENSION TXSUB(2,8),TYSUB(2,8),IXSUB(2,8),IYSUB(2,8),IXSUB1(8),
1 IYSUB1(8),IXSUB2(8),IYSUB2(8),ICIRCX(24),ICIRCY(24)
  COMMON IRANDOM,RANDOM
C
C INPUTS 100
C
100 NRDD=2
    TFACTOR=1.0
    EXF(1000B)
    DO 101 I=1,NRDD
101 DDSMAX(I)=30.0
    SUBSMAX=20.0
    STRESS=50.0
    HULL=2.50
    SAFETY=.5
    DDX(1)=-5000.0
    DDY(1)=-20000.0
    DDX(2)=5000.0
    DDY(2)=-20000.0
    DDC(1)=010.0
    DDS(1)=15.0
    DDC(2)=010.0
    DDS(2)=15.0
    YIELD=2.0
    MUL00030
    MUL00040
    MUL00050
    MUL00060
    MUL00070
    MUL00080
    MUL00090
    MUL00100
    MUL00110
    MUL00120
    MUL00130
    MUL00140
    MUL00150
    MUL00160
    MUL00170
    MUL00180
    MUL00190
    MUL00200
    MUL00210
    MUL00220
    MUL00230
    MUL00240
    MUL00250
    MUL00260
    MUL00270
    MUL00280
    MUL00290
    MUL00300
    MUL00310
    MUL00320
    MUL00330
    MUL00340
    MUL00350
    MUL00360

```

```

THERMO=120.0
AROCMAX=8000.0
DOB=700.0
SR=18.0
IRANDOM=574523
NRANDOM=300
ISUB=0
K=0
KGRAF=0
CALL UNIFORM(.5,.5,TEMP)
IF(TEMP-.5)102,102,103
102 INITIAL=0
GO TO 104
103 INITIAL=1
104 CONTINUE
CALL NORMAL(-.472,.096,GRAD)
IF(GRAD+.37)106,105,105
105 GRAD=-.37
106 CONTINUE
CALL UNIFORM(.5,.5,TEMP)
IF(TEMP-.3)108,108,107
107 IF(TEMP-.6)109,109,110
108 ISTRAT=0
GO TO 111
109 ISTRAT=1
GO TO 111
110 ISTRAT=2
111 CONTINUE
GO TO 200

C
C SET CONSTANTS 200
C
200 TSTEP=30.0/TFACOR
ISTEP=TSTEP
X0=100.0
Y0=100.0

```

```

MUL00370
MUL00380
MUL00390
MUL00400
MUL00410
MUL00420
MUL00430
MUL00440
MUL00450
MUL00460
MUL00470
MUL00480
MUL00490
MUL00500
MUL00510
MUL00520
MUL00530
MUL00540
MUL00550
MUL00560
MUL00570
MUL00580
MUL00590
MUL00600
MUL00610
MUL00620
MUL00630
MUL00640
MUL00650
MUL00660
MUL00670
MUL00680
MUL00690
MUL00700
MUL00710
MUL00720

```

```

R=25000.0
ILOGIC=0
DO 201 I=1,NRDD
RADRATE(I)=0.0
RADDPOSE(I)=0.0
ISOL(I)=0
ICLASS(I)=0
NMARKS(I)=0
201 MARKS(I)=0
NEXT=0
GTIME=0.0
NSHOTS=0
NOSHOOT=0
DAMAGE=0.0
DAMAGET=0.0
TOB=0.0
B=0.0
NCONBER=0
IFIRE=0
NPTS=0
IEND=0
NZERO=-0
IONE=1
GO TO 300

C
C INITIALIZE 300
C
300 DO 332 I=1,NRANDOM
332 CALL RANVAR
IF(INITIAL)330,330,331
330 SUBX=0.0
SUBY=0.0
SUBD=0.0
SUBC=180.0
SUBS=5.0
GO TO 333

```

```

MUL00730
MUL00740
MUL00750
MUL00760
MUL00770
MUL00780
MUL00790
MUL00800
MUL00810
MUL00820
MUL00830
MUL00840
MUL00850
MUL00860
MUL00870
MUL00880
MUL00890
MUL00900
MUL00910
MUL00920
MUL00930
MUL00940
MUL00950
MUL00960
MUL00970
MUL00980
MUL00990
MUL01000
MUL01010
MUL01020
MUL01030
MUL01040
MUL01050
MUL01060
MUL01070
MUL01080

```



```

331 CALL UNIFORM(5000.0,5000.0,SUBY)
CALL UNIFORM(0.0,10000.0,SUBX)
SUBD=300.0
SUBC=180.0
SUBS=5.0
333 CONTINUE
CRUSH=13.33*HULL*STRESS
SUBDMAX=SAFETY*CRUSH
CALL UNIFORM(180.0,179.9,WINDD)
IWINDD=WINDD
CALL UNIFORM(15.0,15.0,WINDV)
AROCMIN=1470.0*YIELD**,333
ESR=33.3*SQRTF(-300.0/(GRAD*.05+.018))
IF(WINDV-3.0)301,301,302
301 ISS=1
GO TO 313
302 IF(WINDV-6.0)303,303,304
303 ISS=2
GO TO 313
304 IF(WINDV-10.0)305,305,306
305 ISS=3
GO TO 313
306 IF(WINDV-16.0)307,307,308
307 ISS=4
GO TO 313
308 IF(WINDV-21.0)309,309,310
309 ISS=5
GO TO 313
310 IF(WINDV-27.0)311,311,312
311 ISS=6
GO TO 313
312 ISS=7
313 CONTINUE
TEMP1=YIELD**,333
TEMP2=YIELD**,25
IF(DOB-75.0*TEMP1)316,314,314

```

```

MUL01090
MUL01100
MUL01110
MUL01120
MUL01130
MUL01140
MUL01150
MUL01160
MUL01170
MUL01180
MUL01190
MUL01200
MUL01210
MUL01220
MUL01230
MUL01240
MUL01250
MUL01260
MUL01270
MUL01280
MUL01290
MUL01300
MUL01310
MUL01320
MUL01330
MUL01340
MUL01350
MUL01360
MUL01370
MUL01380
MUL01390
MUL01400
MUL01410
MUL01420
MUL01430
MUL01440

```

```

314 IF(DOB-240.0*TEMP2)317,315,315
315 IF(DOB-600.0*TEMP2)318,319,319
316 IDEEP=1
    GO TO 320
317 IDEEP=2
    GO TO 320
318 IDEEP=3
    GO TO 320
319 IDEEP=4
320 CONTINUE
    DO 321 I=1,NRDD
    DO 321 J=1,8
    IXDD(I,J)=-0
    IYDD(I,J)=-0
    IXSUB(I,J)=-0
    IYSUB(I,J)=-0
321 WRITE OUTPUT TAPE 5,335,NRDD,SUBSMAX,STRESS,HULL,SAFETY,YIELD,
334 1THERMO,AROCMAX,DOB,SR,IRANDOM,NRANDOM,TFACOR,ISUB,GRAD
335 16X,24HMAXIMUM SUB SPEED .....,F5.1,2X,5HKNOTS/6X,24HHULL YIELD,STMUL01640
2RESS .....,F5.1,2X,4HKPSI/6X,24HHULL THICKNESS .....,F5.1,2X,MUL01650
36HINCHES/6X,24HHULL SAFETY FACTOR .....,F5.1,6X,24HSIZE OF ASROC WMUL01660
4ARHEAD ..,F5.1,2X,2HKT/6X,24HDEPTH OF THERMOCLINE ..,F5.1,2X,2HFTMUL01670
5/6X,24HMAXIMUM RANGE OF ASROC .,F7.1,1X,5HYARDS/6X,24HDEPTH OF BURMUL01680
6ST .....,F7.1,3H FT/6X,24HSINK RATE OF WARHEAD .....,F5.1,3X,6HFMUL01690
7T/SEC/6X,24HIRANDOM .....,I8/6X,24HNRANDOM .....,MUL01700
8.....,I4/6X,24HTIME FACTOR .....,F5.1/6X,24HISUB .....,MUL01710
9.....,I3/6X,24HWATER TEMP GRADIENT .....,F6.3,10H DEG/100FT)
346 WRITE OUTPUT TAPE 5,347,SUBDMAX,ISTRAT
347 FORMAT(6X,24HMAXIMUM SUB DEPTH .....,F6.1,5H FEET/6X,24HISTRAT ..,MUL01740
1.....,I3)
336 DO 337 I=1,2
    DO 337 J=1,8
    XDD(I,J)=-0.0
337 YDD(I,J)=-0.0
338 DO 339 I=1,2

```

MUL01450
MUL01460
MUL01470
MUL01480
MUL01490
MUL01500
MUL01510
MUL01520
MUL01530
MUL01540
MUL01550
MUL01560
MUL01570
MUL01580
MUL01590
MUL01600
MUL01610
MUL01620
MUL01630
MUL01640
MUL01650
MUL01660
MUL01670
MUL01680
MUL01690
MUL01700
MUL01710
MUL01720
MUL01730
MUL01740
MUL01750
MUL01760
MUL01770
MUL01780
MUL01790
MUL01800

```

DO 339 J=1,8
  XSUB(I,J)=-0.0
339 YSUB(I,J)=-0.0
340 IF(ISUB)343,343,341
341 WRITE OUTPUT TAPE 9,342,NRDD,SUBSMAX,STRESS,HULL,SAFETY,THERMO,
  1TFACOR,GRAD,SUBDMAX
342 FORMAT(6X,16HINPUT PARAMETERS/6X,24HNUMBER OF DESTROYERS ...,13/
  16X,24HMAXIMUM SUB SPEED .....,F5.1,2X,5HKNOTS/6X,24HHULL YIELD STMUL01880
  2RESS .....,F5.1,2X,4HKPSI/6X,24HHULL THICKNESS .....,F5.1,2X,MUL01890
  36HINCHES/6X,24HDEPTH OF THERMOCLINE ...,F5.1,4H FT/
  46X,24HTIME FACTOR .....,F5.1/6X,24HWATER TEMP GRADIENT ....MUL01910
  5,F6.3,10H DEG/100FT/6X,24HMAXIMUM SUB DEPTH .....,F6.1,5H FEET)
  343 CONTINUE
344 PRINT 345,NRDD,YIELD,THERMO,AROCMAX,DOB,SR,TFACOR,GRAD
345 FORMAT(6X,16HINPUT PARAMETERS/6X,24HNUMBER OF DESTROYERS ...,13/
  16X,24HSIZE OF ASROC WARHEAD ...,F5.1,4H KT/6X,24HDEPTH OF THERMOCLMUL01960
  2INE ...,F5.1,4H FT/6X,24HMAXIMUM RANGE OF ASROC ..,F7.1,6H YARDS/ MUL01970
  36X,24HDEPTH OF BURST .....,F7.1,3H FT/6X,24HSINK RATE OF WARHEMUL01980
  4AD ....F5.1,9H FT/SEC/6X,24HTIME FACTOR .....,F5.1/6X,24HMUL01990
  5WATER TEMP GRADIENT ....,F6.3,10H DEG/100FT/////
  GO TO 950
C
C PLOT POSITIONS 400
C
400 DO 401 I=1,ONE,NRDD
  IDDX(I)=DDX(I)/100.0
  IDDY(I)=DDY(I)/100.0
  IDDC(I)=DDC(I)
401 IDDS(I)=DDS(I)
  IX0=X0/100.0
  IY0=Y0/100.0
  IR=R/1000.0
  CALL DSTATUS(0,1,8,IDDX(1),-200,200)
  CALL DSTATUS(0,2,8,IDDX(2),136,200)
  CALL DSTATUS(0,3,8,IDDY(1),-200,176)
  CALL DSTATUS(0,4,8,IDDY(2),136,176)
MUL01810
MUL01820
MUL01830
MUL01840
MUL01850
MUL01860
MUL01870
MUL01880
MUL01890
MUL01900
MUL01910
MUL01920
MUL01930
MUL01940
MUL01950
MUL01960
MUL01970
MUL01980
MUL01990
MUL02000
MUL02010
MUL02020
MUL02030
MUL02040
MUL02050
MUL02060
MUL02070
MUL02080
MUL02090
MUL02100
MUL02110
MUL02120
MUL02130
MUL02140
MUL02150
MUL02160

```

```

CALL DSTATUS(0,5,3,IDDC(1),-200,-176)
CALL DSTATUS(0,6,2,IDDS(1),-200,-200)
CALL DSTATUS(0,7,3,IDDC(2),136,-176)
CALL DSTATUS(0,8,2,IDDS(2),136,-200)
CALL DSTATUS(0,9,8,IX0,-32,200)
CALL DSTATUS(0,10,8,IY0,-32,176)
CALL DSTATUS(0,11,8,NZERO,-254,0)
CALL DSTATUS(0,12,8,NZERO,-126,0)
CALL DSTATUS(0,13,8,NZERO,2,0)
CALL DSTATUS(0,14,8,NZERO,130,0)
CALL DSTATUS(0,15,8,NZERO,-32,-176)
CALL DSTATUS(0,16,8,IR,-32,-200)
IF(NPTS-8)402,433,434
402 NPTS=NPTS+1
GO TO 433
434 NPTS=8
433 DO 404 I=1,NRDD
DO 403 J=1,7
XDD(I,9-J)=XDD(I,8-J)
403 YDD(I,9-J)=YDD(I,8-J)
XDD(I,1)=DDX(I)
404 YDD(I,1)=DDY(I)
DO 408 I=1,NRDD
DO 408 J=1,NPTS
TXDD(I,J)=XDD(I,J)-X0
TYDD(I,J)=YDD(I,J)-Y0
IXDD(I,J)=TXDD(I,J)*255.0/R
IYDD(I,J)=TYDD(I,J)*255.0/R
IF(XABSF(IXDD(I,J))-255)406,406,405
405 IXDD(I,J)=-0
406 IF(XABSF(IYDD(I,J))-255)408,408,407
407 IYDD(I,J)=-0
408 CONTINUE
DO 409 I=1,NPTS
IXDD1(I)=IXDD(1,I)
IXDD2(I)=IXDD(2,I)

```

```

MUL02170
MUL02180
MUL02190
MUL02200
MUL02210
MUL02220
MUL02230
MUL02240
MUL02250
MUL02260
MUL02270
MUL02280
MUL02290
MUL02300
MUL02310
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MUL02440
MUL02450
MUL02460
MUL02470
MUL02480
MUL02490
MUL02500
MUL02510
MUL02520

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409	IYDD1(I)=IYDD(1,I)	MUL02530
	IYDD2(I)=IYDD(2,I)	MUL02540
	IT=8H1	MUL02550
	CALL DTRACK(1,IT,NPTS,IXDD1,IYDD1)	MUL02560
	IT=8H2	MUL02570
	CALL DTRACK(2,IT,NPTS,IXDD2,IYDD2)	MUL02580
410	IF(NMARKS(1))411,411,412	MUL02590
411	NA=2	MUL02600
	GO TO 413	MUL02610
412	NA=1	MUL02620
413	IF(NMARKS(2))414,414,415	MUL02630
414	NB=1	MUL02640
	GO TO 416	MUL02650
415	NB=2	MUL02660
416	IF(NB-NA)425,417,417	MUL02670
417	DO 419 I=NA,NB	MUL02680
	DO 418 J=1,7	MUL02690
	XSUB(I,9-J)=XSUB(I,8-J)	MUL02700
418	YSUB(I,9-J)=YSUB(I,8-J)	MUL02710
	XSUB(I,1)=CONTX(I)	MUL02720
419	YSUB(I,1)=CONTY(I)	MUL02730
	DO 423 I=NA,NB	MUL02740
	DO 423 J=1,8	MUL02750
	TXSUB(I,J)=XSUB(I,J)-X0	MUL02760
	TYSUB(I,J)=YSUB(I,J)-Y0	MUL02770
	IXSUB(I,J)=TXSUB(I,J)*255.0/R	MUL02780
	IYSUB(I,J)=TYSUB(I,J)*255.0/R	MUL02790
	IF(XABSF(IXSUB(I,J))-255)421,421,420	MUL02800
420	IXSUB(I,J)=-0	MUL02810
421	IF(XABSF(IYSUB(I,J))-255)423,423,422	MUL02820
422	IYSUB(I,J)=-0	MUL02830
423	CONTINUE	MUL02840
	DO 424 I=1,8	MUL02850
	IXSUB1(I)=IXSUB(1,I)	MUL02860
424	IYSUB1(I)=IYSUB(1,I)	MUL02870
	DO 432 I=1,8	MUL02880


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      IXSUB2(I)=IXSUB(2,I)
432 IYSUB2(I)=IYSUB(2,I)
      GO TO 427
425 DO 426 I=1,8
      IXSUB1(I)=-0
      IYSUB1(I)=-0
      IXSUB2(I)=-0
426 IYSUB2(I)=-0
427 IT=8HX
      CALL DTRACK(3,IT,8,IXSUB1,IYSUB1)
      IT=8HX
      CALL DTRACK(4,IT,8,IXSUB2,IYSUB2)
      CONTINUE
      IF(NSHOTS)431,431,428
428 DO 429 I=1,NSHOTS
      CALL CIRCLE(CLOUDX(I),CLOUDY(I),CLOUDR(I),X0,Y0,R,ICIRCX,ICIRCY)
      IT=8HC
429 CALL DCIRCLE(I,IT,24,ICIRCX,ICIRCY)
      DO 430 I=1,NSHOTS
      CALL CIRCLE(POOLX(I),POOLY(I),POOLR(I),X0,Y0,R,ICIRCX,ICIRCY)
      IPLUS=I+NSHOTS
      IT=8HP
430 CALL DCIRCLE(IPLUS,IT,24,ICIRCX,ICIRCY)
431 CONTINUE
      GO TO 500
C
C DISPLAY DATA 500
C
500 IF(MARKS(1)) 502,502,504
502 IF(MARKS(2)) 511,511,503
503 IF(MARKS(2)-3)512,513,513
504 IF(MARKS(2)) 505,505,506
505 IF(MARKS(1)-3) 515,514,514
506 IF(MARKS(1)-3)508,507,507
507 IF(MARKS(2)-3)517,516,516
508 IF(MARKS(2)-3)519,518,518
      MUL02890
      MUL02900
      MUL02910
      MUL02920
      MUL02930
      MUL02940
      MUL02950
      MUL02960
      MUL02970
      MUL02980
      MUL02990
      MUL03000
      MUL03010
      MUL03020
      MUL03030
      MUL03040
      MUL03050
      MUL03060
      MUL03070
      MUL03080
      MUL03090
      MUL03100
      MUL03110
      MUL03120
      MUL03130
      MUL03140
      MUL03150
      MUL03160
      MUL03170
      MUL03180
      MUL03190
      MUL03200
      MUL03210
      MUL03220
      MUL03230
      MUL03240

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511 PRINT 521,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(I),I=1,NRDD),
      1(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
      GO TO 599
512 PRINT 522,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(I),I=1,NRDD),
      1(ICLASS(2),CONTR(2),ICONTB(2),IDOPLER(2),
      2(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
      GO TO 599
513 PRINT 523,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(I),I=1,NRDD),
      1(ICLASS(2),CONTR(2),ICONTB(2),IDOPLER(2),
      2(ICONTC(2),CONTS(2),ISOL(2),
      3(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
      GO TO 599
514 PRINT 524,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(I),I=1,NRDD),
      1(ICLASS(1),CONTR(1),ICONTB(1),IDOPLER(1),
      2(ICONTC(1),CONTS(1),ISOL(1),
      3(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
      GO TO 599
515 PRINT 525,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(I),I=1,NRDD),
      1(ICLASS(1),CONTR(1),ICONTB(1),IDOPLER(1),
      2(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
      GO TO 599
516 PRINT 526,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(I),I=1,NRDD),
      1(ICLASS(I),I=1,NRDD),(CONTR(I),I=1,NRDD),(ICONTB(I),I=1,NRDD),
      2(IDOPLER(I),I=1,NRDD),
      3(ICONTC(I),I=1,NRDD),(CONTS(I),I=1,NRDD),(ISOL(I),I=1,NRDD),
      4(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
      GO TO 599
517 PRINT 527,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(I),I=1,NRDD),
      1(ICLASS(I),I=1,NRDD),(CONTR(I),I=1,NRDD),(ICONTB(I),I=1,NRDD),
      2(IDOPLER(I),I=1,NRDD),
      3(ICONTC(1),CONTS(1),ISOL(1),
      4(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
      GO TO 599
518 PRINT 528,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(I),I=1,NRDD),
      1(ICLASS(I),I=1,NRDD),(CONTR(I),I=1,NRDD),(ICONTB(I),I=1,NRDD),
      2(IDOPLER(I),I=1,NRDD),

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MUL03250
MUL03260
MUL03270
MUL03280
MUL03290
MUL03300
MUL03310
MUL03320
MUL03330
MUL03340
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MUL03360
MUL03370
MUL03380
MUL03390
MUL03400
MUL03410
MUL03420
MUL03430
MUL03440
MUL03450
MUL03460
MUL03470
MUL03480
MUL03490
MUL03500
MUL03510
MUL03520
MUL03530
MUL03540
MUL03550
MUL03560
MUL03570
MUL03580
MUL03590
MUL03600

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31CONTC(2),CONTS(2),ISOL(2),
4(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
GO TO 599
519 PRINT 529,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(I),I=1,NRDD),
1(ICLASS(I),I=1,NRDD),(CONTR(I),I=1,NRDD),(ICONTB(I),I=1,NRDD),
2(IDOPLER(I),I=1,NRDD),
3(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
GO TO 599
521 FORMAT(
5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X,
1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X,
212HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL03710
35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/
45X,13HCONTACT CLASS/5X,11HSONAR RANGE/5X,13HSONAR BEARING/5X,
57HDOPPLER/5X,13HTARGET COURSE/5X,12HTARGET SPEED/5X,15HFIRING SOLUMUL03740
6TION/5X,14HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,
75X,F5.0,6X,F5.0//)
522 FORMAT(
5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X,
1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X,
212HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL03790
35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/
45X,13HCONTACT CLASS,20X,I1/5X,11HSONAR RANGE,18X,F6.0/5X,13HSONAR
5BEARING,18X,I3/5X,7HDOPPLER,26X,I1/5X,13HTARGET COURSE/5X,
612HTARGET SPEED/5X,15HFIRING SOLUTION/5X,
714HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0,
86X,F5.0//)
523 FORMAT(
5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X,
1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X,
212HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL03880
35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/
45X,13HCONTACT CLASS,20X,I1/5X,11HSONAR RANGE,18X,F6.0/5X,13HSONAR
5BEARING,18X,I3/5X,7HDOPPLER,26X,I1/5X,13HTARGET COURSE,18X,I3/5X,
612HTARGET SPEED,20X,F3.0/5X,15HFIRING SOLUTION,18X,I1/5X,
714HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0,
86X,F5.0//)
524 FORMAT(
5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X,
1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X,

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212HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL03970
 35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/
 45X,13HCONTACT CLASS, 9X,I1/5X,11HSONAR RANGE, 7X,F6.0/5X,13HSONAR MUL03980
 5BEARING, 7X,I3/5X,7HDOPPLER,15X,I1/5X,13HTARGET COURSE, 7X,I3/5X, MUL03990
 612HTARGET SPEED, 9X,F3.0/5X,15HFIRING SOLUTION, 7X,I1/5X, MUL04000
 714HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL04010
 86X,F5.0//)
 525 FORMAT(5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL04020
 1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL04030
 212HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL04040
 35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/
 45X,13HCONTACT CLASS, 9X,I1/5X,11HSONAR RANGE, 7X,F6.0/5X,13HSONAR MUL04050
 5BEARING, 7X,I3/5X,7HDOPPLER,15X,I1/5X,13HTARGET COURSE/5X, MUL04060
 612HTARGET SPEED/5X,15HFIRING SOLUTION/5X, MUL04070
 714HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL04080
 86X,F5.0//)
 526 FORMAT(5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL04090
 1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL04100
 212HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL04110
 35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/
 45X,13HCONTACT CLASS,9X,I1,10X,I1/5X,11HSONAR RANGE,7X,F6.0,5X,F6.0MUL04120
 5/5X,13HSONAR BEARING,7X,I3,8X,I3/5X,7HDOPPLER,15X,I1,10X,I1/ MUL04130
 65X,13HTARGET COURSE,7X,I3,8X,I3/5X,12HTARGET SPEED,9X,F3.0,8X,F3.0MUL04140
 7/5X,15HFIRING SOLUTION,7X,I1,10X,I1/5X, MUL04150
 814HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL04160
 96X,F5.0//)
 527 FORMAT(5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL04170
 1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL04180
 212HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL04190
 35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/
 45X,13HCONTACT CLASS,9X,I1,10X,I1/5X,11HSONAR RANGE,7X,F6.0,5X,F6.0MUL04200
 5/5X,13HSONAR BEARING,7X,I3,8X,I3/5X,7HDOPPLER,15X,I1,10X,I1/ MUL04210
 65X,13HTARGET COURSE,7X,I3/5X,12HTARGET SPEED,9X,F3.0
 7/5X,15HFIRING SOLUTION,7X,I1/5X, MUL04220
 814HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL04230
 96X,F5.0//)
 528 FORMAT(5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL04240
 1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL04250
 212HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL04260
 35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/
 45X,13HCONTACT CLASS,9X,I1,10X,I1/5X,11HSONAR RANGE,7X,F6.0,5X,F6.0MUL04270
 5/5X,13HSONAR BEARING,7X,I3,8X,I3/5X,7HDOPPLER,15X,I1,10X,I1/ MUL04280
 65X,13HTARGET COURSE,7X,I3/5X,12HTARGET SPEED,9X,F3.0
 7/5X,15HFIRING SOLUTION,7X,I1/5X, MUL04290
 814HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL04300
 96X,F5.0//)
 529 FORMAT(5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL04310
 1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL04320


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528. FORMAT( 5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL04330
1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL04340
2I2HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL04350
35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/ MUL04360
45X,13HCONTACT CLASS,9X,I1,10X,I1/5X,11HSONAR RANGE,7X,F6.0,5X,F6.0MUL04370
5/5X,13HSONAR BEARING,7X,I3,8X,I3/5X,7HDOPPLER,15X,I1,10X,I1/ MUL04380
65X,13HTARGET COURSE,18X,I3/5X,12HTARGET SPEED,20X,F3.0 MUL04390
7/5X,15HFIRING SOLUTION,18X,I1/5X, MUL04400
814HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL04410
96X,F5.0//) MUL04420
529 FORMAT( 5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL04430
1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL04440
2I2HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL04450
35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/ MUL04460
45X,13HCONTACT CLASS,9X,I1,10X,I1/5X,11HSONAR RANGE,7X,F6.0,5X,F6.0MUL04470
5/5X,13HSONAR BEARING,7X,I3,8X,I3/5X,7HDOPPLER,15X,I1,10X,I1/ MUL04480
65X,13HTARGET COURSE/5X,12HTARGET SPEED/5X,15HFIRING SOLUTION/5X, MUL04490
714HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL04500
86X,F5.0//) MUL04510
599 GO TO 1000 MUL04520
C MUL04530
C TIME LOOP 700 MUL04540
C MUL04550
700 LDA(5006B),STA(DUMMY),LDA7(DUMMY),STA(ICLOCK) MUL04560
IF(ICLOCK-NEXT)701,702,702 MUL04570
701 GO TO 700 MUL04580
702 NEXT=ICLOCK+1STEP MUL04590
GTIME=GTIME+.5 MUL04600
GO TO 800 MUL04610
C MUL04620
C GAME OVER 800 MUL04630
C MUL04640
800 IF(IEND)801,801,802 MUL04650
801 GO TO 4000 MUL04660
802 GO TO 9000 MUL04670
C MUL04680

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C ENTER CHANGES 900
C
900 CALL PARAMS(IDDC(1),IDDS(1),IDDC(2),IDDS(2),IX0,IY0,IR,M)
    DO 914 I=1,2
    IF(IDDC(I)-360)902,901,901
901 IDDC(I)=IDDC(I)-360
902 IF(IDDC(I))903,914,914
903 IDDC(I)=IDDC(I)+360
914 DDC(I)=IDDC(I)
    DO 907 I=1,ONE,NRDD
    IF(IDDS(I))904,905,905
904 IDDS(I)=0
905 DDS(I)=IDDS(I)
    IF(DDS(I)-DDSMAX(I))907,907,906
906 DDS(I)=DDSMAX(I)
907 CONTINUE
    X0=100*IX0
    Y0=100*IY0
    R=1000*IR
    IF(M-1)908,909,910
908 ISHOOT1=0
    ISHOOT2=0
    GO TO 913
909 ISHOOT1=1
    ISHOOT2=0
    GO TO 913
910 IF(M-3)911,912,912
911 ISHOOT1=0
    ISHOOT2=1
    GO TO 913
912 ISHOOT1=1
    ISHOOT2=1
913 CONTINUE
    GO TO 400
C
C ENTER INPUT CHANGES 950

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MUL04690
MUL04700
MUL04710
MUL04720
MUL04730
MUL04740
MUL04750
MUL04760
MUL04770
MUL04780
MUL04790
MUL04800
MUL04810
MUL04820
MUL04830
MUL04840
MUL04850
MUL04860
MUL04870
MUL04880
MUL04890
MUL04900
MUL04910
MUL04920
MUL04930
MUL04940
MUL04950
MUL04960
MUL04970
MUL04980
MUL04990
MUL05000
MUL05010
MUL05020
MUL05030
MUL05040

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C
950 IF(K-1)951,400,400
951 K=1
    PRINT 952
952 FORMAT(40HVARIABLES ARE YIELD,AROCMAX,DOB,TFACTOR,/40HGRAD,DDSMAX(
11),DDSMAX(2),SUBSMAX,NRANDOM)
    CALL CHANGE(YIELD,AROCMAX,DOB,TFACTOR,GRAD,DDSMAX(1),DDSMAX(2),
1SUBSMAX,NRANDOM)
    PRINT 953
953 FORMAT(40HVARIABLES ARE STRESS,HULL,DDX(1),DDY(1),/33HDDX(2),DDY(2MUL05140
1),ISUB,INITIAL,ISTRAT)
    CALL CHANGE(STRESS,HULL,DDX(1),DDY(1),DDX(2),DDY(2),ISUB,INITIAL,
1ISTRAT)
955 GO TO 200

C
C PLOT GENERATOR MODEL 1000
C
1000 DO 1001 I=1,ONE,NRDD
    DDX(I)=DDX(1)+DDS(I)*16.67*SINF(DDC(I)/57.295)
1001 DDY(I)=DDY(1)+DDS(I)*16.67*COSF(DDC(I)/57.295)
    SUBX=SUBX+SUBS*16.67*SINF(SUBC/57.295)
    SUBY=SUBY+SUBS*16.67*COSF(SUBC/57.295)
    IF(NSHOTS)1015,1015,1002
1002 IF(IDEEP-2)1004,1006,1003
1003 IF(IDEEP-4)1008,1010,1010
1004 DO 1005 I=1,NSHOTS
1005 CLOUDR(I)=237.0*YIELD** .333*(5.85*LOGF((GTIME-TBURST(I)) /
1(0.4450*YIELD** .167)+.73)+.802)
    GO TO 1012
1006 DO 1007 I=1,NSHOTS
1007 CLOUDR(I)=125.0*DOB** .167*YIELD** .278*(5.85*LOGF((GTIME-TBURST
1(I))/(0.3240*YIELD** .944*DOB** .167)+.73)+.802)
    GO TO 1012
1008 DO 1009 I=1,NSHOTS
1009 CLOUDR(I)=500.0*(YIELD/(DOB+33.0))** .333*(16.7*LOGF((GTIME-TBURST
1(I))/(0.6450*(YIELD/(DOB+33.0))** .167))+4.54)
MUL05050
MUL05060
MUL05070
MUL05080
MUL05090
MUL05100
MUL05110
MUL05120
MUL05130
MUL05140
MUL05150
MUL05160
MUL05170
MUL05180
MUL05190
MUL05200
MUL05210
MUL05220
MUL05230
MUL05240
MUL05250
MUL05260
MUL05270
MUL05280
MUL05290
MUL05300
MUL05310
MUL05320
MUL05330
MUL05340
MUL05350
MUL05360
MUL05370
MUL05380
MUL05390
MUL05400

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```

      GO TO 1012
1010 DO 1011 I=1,NSHOTS
1011 CLOUDR(I)=500.0*(YIELD/(DOB+33.0))**.333*(16.7*LOGF((GTIME-TBURST
      1(I))/(0.6450*(YIELD/(DOB+33.0))**.167)-1.0)+4.54)
1012 CONTINUE
1013 DO 1014 I=1,NSHOTS
      CLOUDX(I)=CLOUDX(I)-WINDV*16.67*SINF(WINDD/57.295)
1014 CLOUDY(I)=CLOUDY(I)-WINDV*16.67*COSF(WINDD/57.295)
1015 GO TO 2000
C
C INTERACTIONS 2000
C
2000 I=1
      GO TO 5000
2100 IF(NOSHOOT)2102,2102,2101
2101 GO TO 2500
2102 GO TO 2400
2200 IF(NMARKS-1)2201,2201,2203
2201 INAME=8H SONAR
      CALL DSTATUS(1,12,8,INAME,-126,0)
      INAME=8H
      CALL DSTATUS(1,11,8,INAME,-254,0)
      CALL DSTATUS(1,14,8,INAME,130,0)
      INAME=8HCONTACT
      CALL DSTATUS(1,13,8,INAME,2,0)
      ICRTI=1
2203 GO TO 6000
2300 IF(CONTR(I)-AROCMAX)2301,2301,2302
2301 INAME=8H
      CALL DSTATUS(1,11,8,INAME,-254,0)
      INAME=8HARGET IS
      CALL DSTATUS(1,12,8,INAME,-126,0)
      INAME=8H IN RANG
      CALL DSTATUS(1,13,8,INAME,2,0)
      INAME=8HE
      CALL DSTATUS(1,14,8,INAME,130,0)
MUL05410
MUL05420
MUL05430
MUL05440
MUL05450
MUL05460
MUL05470
MUL05480
MUL05490
MUL05500
MUL05510
MUL05520
MUL05530
MUL05540
MUL05550
MUL05560
MUL05570
MUL05580
MUL05590
MUL05600
MUL05610
MUL05620
MUL05630
MUL05640
MUL05650
MUL05660
MUL05670
MUL05680
MUL05690
MUL05700
MUL05710
MUL05720
MUL05730
MUL05740
MUL05750
MUL05760

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ICRIT5=1
2302 GO TO 2100
2400 IF(I-1)2401,2401,2402
2401 IF(ISHOOT1)2500,2500,2403
2402 IF(ISHOOT2)2500,2500,2404
2403 ISHOOT1=0
      GO TO 2405
2404 ISHOOT2=0
2405 IASROC=I
      NOSHoot=1
      GO TO 7000
2500 IF(I-NRDD)2600,2700,2700
2600 I=I+1
      GO TO 5000
2700 IF(NOSHoot)3000,3000,2800
2800 IF(GTIME-TOB)3000,8000,8000
C
C RADIATION MODEL 3000
C
3000 IF(NSHOTS)9500,9500,3001
3001 DO 3002 I=1,NRDD
      DO 3002 J=1,NSHOTS
        DISTC(I,J)=SQRTF((CLOUDX(J)-DDX(I))**2+(CLOUDY(J)-DDY(I))**2)
        DISTP(I,J)=SQRTF((POOLX(J)-DDX(I))**2+(POOLY(J)-DDY(I))**2)
3002 CONTINUE
      DO 3007 I=1,NRDD
      DO 3006 J=1,NSHOTS
        IF(DISTC(I,J)-CLOUDR(J))3016,3016,3004
3016 IF(IDEEP-3)3014,3015,3014
3014 TEMP1=.1
      GO TO 3003
3015 TEMP1=.333
3003 TEMPCR(I,J)=1.58*10.0**14*(10.0-LOGF(60.0*(GTIME-TBURST(J))))*TEMPMUL06090
      11*YIELD/(CLOUDR(J)**2*CLOUDZ(J))*(2.78/(60.0*(GTIME-TBURST(J))))**MUL06100
      21.23)-2.41/((60.0*(GTIME-TBURST(J))))**1.45))
      GO TO 3017
MUL05770
MUL05780
MUL05790
MUL05800
MUL05810
MUL05820
MUL05830
MUL05840
MUL05850
MUL05860
MUL05870
MUL05880
MUL05890
MUL05900
MUL05910
MUL05920
MUL05930
MUL05940
MUL05950
MUL05960
MUL05970
MUL05980
MUL05990
MUL06000
MUL06010
MUL06020
MUL06030
MUL06040
MUL06050
MUL06060
MUL06070
MUL06080
MUL06090
MUL06100
MUL06110
MUL06120

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3004 TEMPCR(I,J)=0.0
3017 IF(DISTP(I,J)-POOLR(J))3005,3005,3018
3005 TEMPPR(I,J)=710.0*.25*YIELD/(THERMO*POOLR(J)**2)*(60.0/(GTIME-
1TBURST(J))**1.32*EXP(-4.0*DISTP(I,J)**2/POOLR(J)**2)
GO TO 3006
3018 TEMPPR(I,J)=0.0
3006 CONTINUE
3007 CONTINUE
DO 3009 I=1, NRDD
SUM=0.0
DO 3008 J=1, NSHOTS
3008 SUM=SUM+TEMPCR(I,J)
3009 RADRATE(I)=SUM
DO 3011 I=1, NRDD
SUM=0.0
DO 3010 J=1, NSHOTS
3010 SUM=SUM+TEMPPR(I,J)
3011 RADRATE(I)=RADRATE(I)+SUM
DO 3012 I=1, NRDD
3012 RADDSE(I)=RADDSE(I)+.5*RADRATE(I)
3013 GO TO 9500
C
C SUBMARINE LOGIC MODEL 4000
C
4000 IF(ISUB)4001,4001,4400
4001 IF(ISTRAT-1)4100,4200,4300
4100 IF(ILOGIC-1)4101,4102,4105
4101 CALL UNIFORM(400.0,300.0,SUBD)
CALL UNIFORM(15.0,3.0,SUBS)
CALL UNIFORM(0.0,20.0,SUBC)
IF(SUBC)4106,4107,4107
4106 SUBC=SUBC+360.0
4107 ILOGIC=1
TLOGIC=GTIME
GO TO 900
4102 IF(GTIME-TLOGIC-10.0)4104,4103,4103

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MUL06130
MUL06140
MUL06150
MUL06160
MUL06170
MUL06180
MUL06190
MUL06200
MUL06210
MUL06220
MUL06230
MUL06240
MUL06250
MUL06260
MUL06270
MUL06280
MUL06290
MUL06300
MUL06310
MUL06320
MUL06330
MUL06340
MUL06350
MUL06360
MUL06370
MUL06380
MUL06390
MUL06400
MUL06410
MUL06420
MUL06430
MUL06440
MUL06450
MUL06460
MUL06470
MUL06480

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4103 CALL UNIFORM(7.0,4.0,SUBS)
      CALL UNIFORM(0.0,10.0,SUBC)
      IF(SUBC)4108,4109,4109
4108 SUBC=SUBC+360.0
4109 ILOGIC=2
4104 GO TO 900
4105 CALL UNIFORM(0.0,10.0,SUBC)
      IF(SUBC)4110,4111,4111
4110 SUBC=SUBC+360.0
4111 GO TO 900
4200 IF(SSB(1)-090.0)4201,4215,4215
4215 IF(SSB(1)-270.0)4216,4216,4201
4216 IF(SSB(2)-090.0)4201,4217,4217
4217 IF(SSB(2)-270.0)4214,4214,4201
4201 IF(SSB(1)-180.0)4203,4203,4202
4202 TEMP1=360.0-SSB(1)
      GO TO 4204
4203 TEMP1=SSB(1)+180.0
4204 IF(SSB(2)-180.0)4206,4206,4205
4205 TEMP2=360.0-SSB(2)
      GO TO 4207
4206 TEMP2=SSB(2)
4207 ANGLE=ABSF(TEMP1-TEMP2)
4208 IF(TEMP1-180.0)4208,4208,4210
4208 IF(TEMP2-180.0)4209,4209,4211
4209 CALL UNIFORM(210.0,10.0,SUBC)
      GO TO 4213
4210 IF(TEMP2-180.0)4212,4211,4211
4211 CALL UNIFORM(150.0,10.0,SUBC)
      GO TO 4213
4212 CENTERB=(TEMP1+TEMP2)/2.0
      SUBC=CENTERB
4213 CALL UNIFORM(8.0,3.0,SUBS)
      CALL UNIFORM(300.0,100.0,SUBD)
4214 GO TO 900
4300 W1=SQRTF((SUBX-DDX(1))*2+(SUBY-DDY(1))*2)

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MUL06490
MUL06500
MUL06510
MUL06520
MUL06530
MUL06540
MUL06550
MUL06560
MUL06570
MUL06580
MUL06590
MUL06600
MUL06610
MUL06620
MUL06630
MUL06640
MUL06650
MUL06660
MUL06670
MUL06680
MUL06690
MUL06700
MUL06710
MUL06720
MUL06730
MUL06740
MUL06750
MUL06760
MUL06770
MUL06780
MUL06790
MUL06800
MUL06810
MUL06820
MUL06830
MUL06840

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W2=SQRTF((SUBX-DDX(2))*2+(SUBY-DDY(2))*2)
IF(W1-W2)4301,4301,4302
4301 RANGE=W1
J=1
GO TO 4303
4302 RANGE=W2
J=2
4303 IF(ABSF(SSB(J)-B)-2.0)4304,4304,4305
4304 NCONBER=NCONBER+1
GO TO 4306
4305 NCONBER=0
4306 B=SSB(J)
4308 IF(ILOGIC-1)4311,4315,4318
4311 CALL UNIFORM(0.0,1.0,TURN)
4312 IF(TURN)4312,4312,4313
4312 ITURN=1
CALL UNIFORM(135.0,30.0,SUBC)
GO TO 4314
4313 ITURN=0
CALL UNIFORM(225.0,30.0,SUBC)
4314 CALL UNIFORM(400.0,300.0,SUBD)
IF(SUBD-SUBDMAX)4344,4344,4343
4343 SUBD=SUBDMAX
4344 CALL UNIFORM(15.0,3.0,SUBS)
IF(SUBS-SUBSMAX)4342,4336,4336
4336 SUBS=SUBSMAX
4342 ILOGIC=1
TLOGIC=GTIME
GO TO 900
4315 IF(GTIME-TLOGIC-10.0)4317,4316,4316
4316 ILOGIC=2
CALL UNIFORM(7.0,4.0,SUBS)
IF(SUBS-SUBSMAX)4317,4337,4337
4337 SUBS=SUBSMAX
4317 GO TO 900
4318 IF (ILOGIC-3)4319,4325,4331

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MUL06850
MUL06860
MUL06870
MUL06880
MUL06890
MUL06900
MUL06910
MUL06920
MUL06930
MUL06940
MUL06950
MUL06960
MUL06970
MUL06980
MUL06990
MUL07000
MUL07010
MUL07020
MUL07030
MUL07040
MUL07050
MUL07060
MUL07070
MUL07080
MUL07090
MUL07100
MUL07110
MUL07120
MUL07130
MUL07140
MUL07150
MUL07160
MUL07170
MUL07180
MUL07190
MUL07200

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4319 IF(NCONBER-8)4320,4321,4321
4320 GO TO 900
4321 IF(ITER)4322,4322,4323
4322 CALL UNIFORM(270.0,30.0,SUBC)
      GO TO 4324
4323 CALL UNIFORM(090.0,30.0,SUBC)
4324 CALL UNIFORM(400.0,300.0,SUBD)
      IF(SUBD-SUBDMAX)4346,4346,4345
4345 SUBD=SUBDMAX
4346 CALL UNIFORM(7.0,3.0,SUBS)
      IF(SUBS-SUBSMAX)4339,4338,4338
4338 SUBS=SUBSMAX
4339 ILOGIC=3
      GO TO 900
4325 IF(NCONBER-8)4326,4327,4327
4326 GO TO 900
4327 IF(RANGE-10000.0)4328,4326,4326
4328 IFIRE=1
4330 CALL UNIFORM(180.0,60.0,SUBC)
      CALL UNIFORM(400.0,300.0,SUBD)
      IF(SUBD-SUBDMAX)4348,4348,4347
4347 SUBD=SUBDMAX
4348 CALL UNIFORM(7.0,4.0,SUBS)
      IF(SUBS-SUBSMAX)4341,4340,4340
4340 SUBS=SUBSMAX
4341 ILOGIC=4
      VEL=DDS(J)+18.0
      TINTER=.03*RANGE/VEL+GTIME
      GO TO 900
4331 IF(TINTER-GTIME)4333,4333,4332
4332 GO TO 900
4333 CALL UNIFORM(0.5,0.5,PHIT)
      IF(PHIT-.3)4334,4334,4335
4334 IF(J-1)4335,4349,4350
4349 NRDD=NRDD-1
      DDX(2)=-0.0

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MUL07210
MUL07220
MUL07230
MUL07240
MUL07250
MUL07260
MUL07270
MUL07280
MUL07290
MUL07300
MUL07310
MUL07320
MUL07330
MUL07340
MUL07350
MUL07360
MUL07370
MUL07380
MUL07390
MUL07400
MUL07410
MUL07420
MUL07430
MUL07440
MUL07450
MUL07460
MUL07470
MUL07480
MUL07490
MUL07500
MUL07510
MUL07520
MUL07530
MUL07540
MUL07550
MUL07560

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DDY(2)=-0.0
DDS(2)=0.0
GO TO 4351
4350 IONE=IONE+1
DDX(1)=-0.0
DDY(1)=-0.0
DDS(1)=0.0
4351 IF(NRDD-IONE)4352,4353,4353
4352 ICRIT14=1
IEND=1
GO TO 800
4353 INAME=8H DD
CALL DSTATUS(1,12,8,INAME,-126,0)
INAME=8H
CALL DSTATUS(1,14,8,INAME,130,0)
CALL DSTATUS(1,11,8,INAME,-254,0)
INAME=8HSUNK
CALL DSTATUS(1,13,8,INAME,2,0)
ICRIT7=1
4335 ILOGIC=3
GO TO 900
4400 IF(ILOGIC)4425,4425,4428
4425 SLJ2(4401)
4426 SLJ3(4427)
GO TO 900
4427 ILOGIC=1
ICRIT3=1
VEL=DDS(J)+18.0
TINTER=.03*RANGE/VEL+GTIME
GO TO 900
4401 DO 4402 I=1,NRDD
4402 SB(I)=8.4*DDS(I)
DO 4414 I=1,2
DX=DDX(I)-SUBX
DY=DDY(I)-SUBY
IF(DX) 4405,4403,4404
MUL07570
MUL07580
MUL07590
MUL07600
MUL07610
MUL07620
MUL07630
MUL07640
MUL07650
MUL07660
MUL07670
MUL07680
MUL07690
MUL07700
MUL07710
MUL07720
MUL07730
MUL07740
MUL07750
MUL07760
MUL07770
MUL07780
MUL07790
MUL07800
MUL07810
MUL07820
MUL07830
MUL07840
MUL07850
MUL07860
MUL07870
MUL07880
MUL07890
MUL07900
MUL07910
MUL07920

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4403	IF(DY)	4410,4410,4409		MUL07930
4404	IF(DY)	4408,4406,4407		MUL07940
4405	IF(DY)	4412,4411,4413		MUL07950
4406	DDB(I)=090.			MUL07960
	GO TO 4414			MUL07970
4407	DDB(I)=90.-ATANF(DY/DX)*57.295			MUL07980
	GO TO 4414			MUL07990
4408	DDB(I)=90.+ATANF(-DY/DX)*57.295			MUL08000
	GO TO 4414			MUL08010
4409	DDB(I)=000.0			MUL08020
	GO TO 4414			MUL08030
4410	DDB(I)=180.0			MUL08040
	GO TO 4414			MUL08050
4411	DDB(I)=270.0			MUL08060
	GO TO 4414			MUL08070
4412	DDB(I)=270.0--ATANF(DY/DX)*57.295			MUL08080
	GO TO 4414			MUL08090
4413	DDB(I)=270.0+ATANF(-DY/DX)*57.295			MUL08100
4414	CONTINUE			MUL08110
4424	WRITE OUTPUT TAPE 9,4424,DDB(1),SB(1),DDB(2),SB(2)			MUL08120
	FORMAT(6X,10HDD1 BEARS ,F4.0,12H SCREW BEAT ,F4.0/6X,10HDD2 BEARS			MUL08130
	1,F4.0,12H SCREW BEAT ,F4.0/)			MUL08140
	WRITE OUTPUT TAPE 9,4415			MUL08150
4415	FORMAT(6X,13HCOURSE ORDERS/)			MUL08160
	READ INPUT TAPE 9,4416,SUBC			MUL08170
4416	FORMAT(F4.0)			MUL08180
	WRITE OUTPUT TAPE 9,4417,SUBC			MUL08190
4417	FORMAT(6X,15HNEW SUB COURSE ,F4.0/)			MUL08200
	WRITE OUTPUT TAPE 9,4418			MUL08210
4418	FORMAT(6X,12HSPEED ORDERS/)			MUL08220
	READ INPUT TAPE 9,4419,SUBS			MUL08230
4419	FORMAT(F3.0)			MUL08240
	WRITE OUTPUT TAPE 9,4420,SUBS			MUL08250
4420	FORMAT(6X,14HNEW SUB SPEED ,F3.0/)			MUL08260
	WRITE OUTPUT TAPE 9,4421			MUL08270
4421	FORMAT(6X,12HDEPTH ORDERS/)			MUL08280

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      4422 READ INPUT TAPE 9,4422,SUBD
      4422 FORMAT(F5.0)
      4423 WRITE OUTPUT TAPE 9,4423,SUBD
      4423 FORMAT(6X,14HNEW SUB DEPTH ,F5.0/)
      GO TO 4426
4428 IF(TINTER-GTIME)4430,4430,4429
4429 GO TO 4425
4430 CALL UNIFORM(.5,.5,PHIT)
      IF(PHIT-.3)4431,4431,4432
4431 W1=SQRTF((SUBX-DDX(1))*2+(SUBY-DDY(1))*2)
      W2=SQRTF((SUBX-DDX(2))*2+(SUBY-DDY(2))*2)
      IF(W1-W2)4435,4435,4436
4435 IONE=IONE+1
      GO TO 4437
4436 NRDD=NRDD-1
4437 IF(NRDD-IONE)4438,4439,4439
4438 ICRIT14=1
      IEND=1
      GO TO 800
4439 CONTINUE
4432 ILOGIC=0
      GO TO 4425
C
C SONAR CONTACT MODEL 5000
C
5000 DETRM=33.3*SQRTF(-SUBD/(GRAD*.05+.018))
      SIGMA=.3*DETRM
      CALL NORMAL(DETRM,SIGMA,DETR)
      IF(ISS-2)5029,5030,5028
5028 IF(ISS-4)5031,5032,5033
5029 IF(DDS(1)-22.0)5034,5034,5035
5030 IF(DDS(1)-20.0)5034,5034,5035
5031 IF(DDS(1)-18.0)5034,5034,5035
5032 IF(DDS(1)-17.0)5034,5034,5035
5033 IF(DDS(1)-16.0)5034,5034,5035
5034 DETR=.7*DETR
      MUL08290
      MUL08300
      MUL08310
      MUL08320
      MUL08330
      MUL08340
      MUL08350
      MUL08360
      MUL08370
      MUL08380
      MUL08390
      MUL08400
      MUL08410
      MUL08420
      MUL08430
      MUL08440
      MUL08450
      MUL08460
      MUL08470
      MUL08480
      MUL08490
      MUL08500
      MUL08510
      MUL08520
      MUL08530
      MUL08540
      MUL08550
      MUL08560
      MUL08570
      MUL08580
      MUL08590
      MUL08600
      MUL08610
      MUL08620
      MUL08630
      MUL08640

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5035 RANGE=SQRTF((DDX(I)-SUBX)**2+(DDY(I)-SUBY)**2)
      IF(RANGE-DETR)5002,5001,5001
5001 IDOPLER(I)=0
      MARKS(I)=0
      NMARKS(I)=0
      ICLASS(I)=0
      GO TO 2500
5002 SIGMA=.04*RANGE
      CALL NORMAL(RANGE,SIGMA,CONTR(I))
      DY=SUBY-DDY(I)
      DX=SUBX-DDX(I)
      IF(DX) 5005,5003,5004
5003 IF(DY) 5010,5010,5009
5004 IF(DY) 5008,5006,5007
5005 IF(DY) 5012,5011,5013
5006 SSB(I)=090.
      GO TO 5014
5007 SSB(I)=90.-ATANF( DY/DX)*57.295
      GO TO 5014
5008 SSB(I)=90.+ATANF(-DY/DX)*57.295
      GO TO 5014
5009 SSB(I)=000.0
      GO TO 5014
5010 SSB(I)=180.0
5011 SSB(I)=270.0
      GO TO 5014
      GO TO 5014
5012 SSB(I)=270.0-ATANF(DY/DX)*57.295
      GO TO 5014
5013 SSB(I)=270.0+ATANF(-DY/DX)*57.295
5014 D=SSB(I)-SUBC
      DA=ABSF(D)
      IF(DA-45.0)5015,5015,5016
5015 IDOPLER(I)=2
      GO TO 5019
5016 IF(DA-135.0)5017,5018,5018

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MUL08650
MUL08660
MUL08670
MUL08680
MUL08690
MUL08700
MUL08710
MUL08720
MUL08730
MUL08740
MUL08750
MUL08760
MUL08770
MUL08780
MUL08790
MUL08800
MUL08810
MUL08820
MUL08830
MUL08840
MUL08850
MUL08860
MUL08870
MUL08880
MUL08890
MUL08900
MUL08910
MUL08920
MUL08930
MUL08940
MUL08950
MUL08960
MUL08970
MUL08980
MUL08990
MUL09000

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5017 IDOPLER(I)=0
5018 GO TO 5019
5018 IDOPLER(I)=1
5019 SIGMA=4.5
      CALL NORMAL(SSB(I),SIGMA,CONTB(I))
      IF(CONTB(I)) 5020,5021,5021
5020 CONTB(I)=CONTB(I)+360.0
      GO TO 5023
5021 IF(CONTB(I)-360.0)5023,5022,5022
5022 CONTB(I)=CONTB(I)-360.0
5023 NMARKS(I)=NMARKS(I)+1
      IF(NMARKS(I)-2)5027,5025,5024
5024 IF(NMARKS(I)-10)5025,5026,5026
5025 ICLASS(I)=1
      GO TO 5027
5026 ICLASS(I)=2
5027 ICONTB(I)=CONTB(I)
      GO TO 2200
C
C CONTACT TRACKING MODEL- 6000
C
6000 IF(MARKS(I)-5) 6001,6002,6002
6001 MARKS(I)=MARKS(I)+1
6002 CONTX(I)=DDX(I)+CONTR(I)*SINF(CONTB(I)/57.296)
      CONTY(I)=DDY(I)+CONTR(I)*COSF(CONTB(I)/57.296)
      IF(MARKS(I)-3) 6003,6004,6004
6003 IF(MARKS(I)-1)6005,6006,6007
6006 X(I,1)=CONTX(I)
      Y(I,1)=CONTY(I)
      GO TO 6005
6007 X(I,2)=X(I,1)
      Y(I,2)=Y(I,1)
      X(I,1)=CONTX(I)
      Y(I,1)=CONTY(I)
      GO TO 2500
6005 GO TO 2500
6004 NPTSP1=MARKS(I)+1
      MUL09010
      MUL09020
      MUL09030
      MUL09040
      MUL09050
      MUL09060
      MUL09070
      MUL09080
      MUL09090
      MUL09100
      MUL09110
      MUL09120
      MUL09130
      MUL09140
      MUL09150
      MUL09160
      MUL09170
      MUL09180
      MUL09190
      MUL09200
      MUL09210
      MUL09220
      MUL09230
      MUL09240
      MUL09250
      MUL09260
      MUL09270
      MUL09280
      MUL09290
      MUL09300
      MUL09310
      MUL09320
      MUL09330
      MUL09340
      MUL09350
      MUL09360

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NPTSP2=MARKS(I)+2
N=MARKS(I)
DO 6023 J=2,N
  X(I,NPTSP2-J)=X(I,NPTSP1-J)
  Y(I,NPTSP2-J)=Y(I,NPTSP1-J)
  X(I,1)=CONTX(I)
  Y(I,1)=CONTY(I)
  DX=X(I,1)-X(I,N)
  DY=Y(I,1)-Y(I,N)
  DR=SQRT(DX**2+DY**2)
  BNPTS=MARKS(I)
  CONTS(I)=.06*DR/(BNPTS-1.0)
  IF(NMARKS(I)-8)6027,6028,6026
6026 IF(NMARKS(I)-10)6029,6030,6031
6027 ISOL(I)=1
      GO TO 6032
6028 ISOL(I)=2
      GO TO 6032
6029 ISOL(I)=3
      GO TO 6032
6030 ISOL(I)=4
      GO TO 6032
6031 ISOL(I)=5
6032 CONTINUE
      IF(DX) 6008,6009,6010
6008 IF(DY) 6014,6015,6016
6009 IF(DY) 6017,6018,6018
6010 IF(DY) 6011,6012,6013
6011 THETA=ATANF(-DY/DX)
      CONTC(I)=90.0+THETA*57.296
      GO TO 6019
6012 CONTC(I)=090.0
      GO TO 6019
6013 THETA=ATANF(DY/DX)
      CONTC(I)=090.0-THETA*57.296
      GO TO 6019

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MUL09370
MUL09380
MUL09390
MUL09400
MUL09410
MUL09420
MUL09430
MUL09440
MUL09450
MUL09460
MUL09470
MUL09480
MUL09490
MUL09500
MUL09510
MUL09520
MUL09530
MUL09540
MUL09550
MUL09560
MUL09570
MUL09580
MUL09590
MUL09600
MUL09610
MUL09620
MUL09630
MUL09640
MUL09650
MUL09660
MUL09670
MUL09680
MUL09690
MUL09700
MUL09710
MUL09720

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6014 THETA=ATANF(DY/DX)
      CONTC(I)=270.0-THETA*57.296
      GO TO 6019
6015 CONTC(I)=270.0
      GO TO 6019
6016 THETA=ATANF(-DY/DX)
      CONTC(I)=270.0+THETA*57.296
      GO TO 6019
6017 CONTC(I)=180.0
      GO TO 6019
6018 CONTC(I)=000.0
6019 ICONTC(I)=CONTC(I)
      IF(MARKS(I)-4)6005,6020,6020
6020 IF(CONTR(I)-AROCMAX)6021,6035,6035
6021 IF(CONTR(I)-AROCMIN)6033,6022,6022
6022 GO TO 2300
6033 INAME=8H TARGET
      CALL DSTATUS(1,11,8, INAME,-254,0)
      INAME=8H TOO CLO
      CALL DSTATUS(1,12,8, INAME,-126,0)
      INAME=8HSE TO SH
      CALL DSTATUS(1,13,8, INAME,2,0)
      INAME=8HOOT AT
      CALL DSTATUS(1,14,8, INAME,130,0)
      ICRIT8=1
      GO TO 2500
6035 INAME=8H TARGE
      INAME=8HT OUT OF
      CALL DSTATUS(1,12,8, INAME,-126,0)
      INAME=8H ASROC R
      CALL DSTATUS(1,13,8, INAME,2,0)
      INAME=8HCHANGE
      CALL DSTATUS(1,14,8, INAME,130,0)
      ICRIT9=1
      GO TO 2500

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C

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C WEAPON FIRING MODEL 7000
C
7000 CALL UNIFORM(.5,.5,REL)
      IF(REL-.9)7009,7009,7008
7008 INAME=8H ASROC
      CALL DSTATUS(1,12,8,INAME,-126,0)
      INAME=8H
      CALL DSTATUS(1,11,8,INAME,-254,0)
      CALL DSTATUS(1,14,8,INAME,130,0)
      INAME=8H MISFIRE
      CALL DSTATUS(1,13,8,INAME,2,0)
      ICRIT4=1
      WRITE OUTPUT TAPE 5,7010
7010 FORMAT(13HASROC MISFIRE)
      GO TO 2500
7009 TOF=.004*R+20.0
      TOS=DOB/SR
      DTIME=TOF+TCS
      IF(DTIME-45.0)7001,7001,7002
7002 IF(DTIME-75.0)7003,7003,7004
7004 IF(DTIME-105.0)7005,7005,7006
7001 DTIME=.5
      GO TO 7007
7003 DTIME=1.0
      GO TO 7007
7005 DTIME=1.5
      GO TO 7007
7006 DTIME=2.0
7007 XTEMP=CONTC(1)+16.667*CONTS(1)*SINF(CONTC(1))
      YTEMP=CONTC(1)+16.667*CONTS(1)*COSF(CONTC(1))
      SIGMA=1.2+(3.1/8000.0)*CONTR(1)
      CALL ERROR(XTEMP,YTEMP,SIGMA,GZX,GZY)
      TOB=GTIME+DTIME
      INAME=8H
      CALL DSTATUS(1,11,8,INAME,-254,0)
      CALL DSTATUS(1,14,8,INAME,130,0)

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MUL10090
MUL10100
MUL10110
MUL10120
MUL10130
MUL10140
MUL10150
MUL10160
MUL10170
MUL10180
MUL10190
MUL10200
MUL10210
MUL10220
MUL10230
MUL10240
MUL10250
MUL10260
MUL10270
MUL10280
MUL10290
MUL10300
MUL10310
MUL10320
MUL10330
MUL10340
MUL10350
MUL10360
MUL10370
MUL10380
MUL10390
MUL10400
MUL10410
MUL10420
MUL10430
MUL10440

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      INAME=8H      ASROC
      CALL DSTATUS(1,12,8, INAME,-126,0)
      INAME=8H FIRED
      CALL DSTATUS(1,13,8, INAME,2,0)
      ICRIT2=1
      WRITE OUTPUT TAPE 5,7011,I
      FORMAT(2HDD,I1,12H FIRED ASROC)
      GO TO 2500
C
C EVALUATION MODEL 8000
C
      8000 NSHOTS=NSHOTS+1
      NOSHOOT=0
      TBURST(NSHOTS)=TOB
      POOLX(NSHOTS)=GZX
      POOLY(NSHOTS)=GZY
      CLOUDX(NSHOTS)=GZX
      CLOUDY(NSHOTS)=GZY
      CLOUDZ(NSHOTS)=2000.0*(YIELD/10.0)**.167
      TEMP1=DOB**1.33/(1500.0*YIELD**.333)
      IF(TEMP1-1.0)8002,8001,8001
      8001 POOLR(NSHOTS)=1580.0*(YIELD/TEMP1)**.25
      GO TO 8003
      8002 POOLR(NSHOTS)=1580.0*YIELD**.25
      8003 CONTINUE
      TEMP1=SQRTF(1710000.0*YIELD/(STRESS*HULL))
      RLETHAL=(CRUSH-300.0)*TEMP1/(CRUSH-SUBD)
      TEMP2=SQRTF((GZX-SUBX)**2+(GZY-SUBY)**2+((SUBD-DOB)/3.0)**2)
      IF(TEMP2-RLETHAL)8004,8004,8006
      8004 INAME=8H      SUB
      CALL DSTATUS(1,12,8, INAME,-126,0)
      INAME=8H
      CALL DSTATUS(1,11,8, INAME,-254,0)
      CALL DSTATUS(1,14,8, INAME,130,0)
      INAME=8HSUNK
      CALL DSTATUS(1,13,8, INAME,2,0)
      MUL10450
      MUL10460
      MUL10470
      MUL10480
      MUL10490
      MUL10500
      MUL10510
      MUL10520
      MUL10530
      MUL10540
      MUL10550
      MUL10560
      MUL10570
      MUL10580
      MUL10590
      MUL10600
      MUL10610
      MUL10620
      MUL10630
      MUL10640
      MUL10650
      MUL10660
      MUL10670
      MUL10680
      MUL10690
      MUL10700
      MUL10710
      MUL10720
      MUL10730
      MUL10740
      MUL10750
      MUL10760
      MUL10770
      MUL10780
      MUL10790
      MUL10800

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      ICRIT6=1
      IEND=1
      IF(IASROC-1)8005,8005,8010
8005  ICRIT15=1
      GO TO 8011
8010  ICRIT16=1
8011  GO TO 800
8006  IF(TEMP2-2.0*RLLETHAL)8008,8008,8007
8007  GO TO 3000
8008  DAMAGE=2.0--TEMP2/RLLETHAL
      DAMAGE=DAMAGE+DAMAGE
      IF(DAMAGE--.75)8009,8009,8004
8009  SUBDMAX=(1.0--DAMAGE)*CRUSH*SAFETY
      SUBSMAX=(1.0--DAMAGE)*SUBSMAX
      GO TO 3000
C
C CRITIQUE II 9000
C
9000  IF(ICRIT11)9001,9001,9011
9001  IF(ICRIT12)9002,9002,9012
9002  IF(ICRIT13)9003,9003,9013
9003  IF(ICRIT14)9004,9004,9014
9004  IF(ICRIT15)9005,9005,9015
9005  IF(ICRIT16)9006,9006,9016
9006  IF(ICRIT17)9007,9007,9017
9007  GO TO 700
9011  WRITE OUTPUT TAPE 5,9021
      GO TO 9018
9012  WRITE OUTPUT TAPE 5,9022
      GO TO 9018
9013  WRITE OUTPUT TAPE 5,9023
      GO TO 9018
9014  WRITE OUTPUT TAPE 5,9024
      GO TO 9018
9015  WRITE OUTPUT TAPE 5,9025
      GO TO 9018

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MUL10810
MUL10820
MUL10830
MUL10840
MUL10850
MUL10860
MUL10870
MUL10880
MUL10890
MUL10900
MUL10910
MUL10920
MUL10930
MUL10940
MUL10950
MUL10960
MUL10970
MUL10980
MUL10990
MUL11000
MUL11010
MUL11020
MUL11030
MUL11040
MUL11050
MUL11060
MUL11070
MUL11080
MUL11090
MUL11100
MUL11110
MUL11120
MUL11130
MUL11140
MUL11150
MUL11160

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9016 WRITE OUTPUT TAPE 5,9026
      GO TO 9018
9017 WRITE OUTPUT TAPE 5,9027
9018 GO TO 700
9021 FORMAT(27HGAME IS A DRAW, SUB ESCAPED)
9022 FORMAT(34HSUB WINS. DD1 SUNK AND SUB ESCAPED)
9023 FORMAT(34HSUB WINS. DD2 SUNK AND SUB ESCAPED)
9024 FORMAT(30HSUB WINS. BOTH DESTROYERS SUNK)
9025 FORMAT(24HDD WINS. SUB SUNK BY DD1)
9026 FORMAT(24HDD WINS. SUB SUNK BY DD2)
9027 FORMAT(30HSUB WINS BY AVOIDING DETECTION)
C
C CRITIQUE I 9500
C
9500 IF(MARKS(1)) 9502,9502,9504
9502 IF(MARKS(2)) 9511,9511,9503
9503 IF(MARKS(2)-3)9512,9513,9513
9504 IF(MARKS(2)) 9505,9505,9506
9505 IF(MARKS(1)-3) 9515,9514,9514
9506 IF(MARKS(1)-3)9508,9507,9507
9507 IF(MARKS(2)-3)9517,9516,9516
9508 IF(MARKS(2)-3)9519,9518,9518
9511 WRITE OUTPUT TAPE 5,9521,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX
      1(I),I=1,NRDD),(RADRATE(I),I=1,NRDD),(RADDSE(I),I=1,NRDD)
      GO TO 9599
9512 WRITE OUTPUT TAPE 5,9522,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX
      1(I),I=1,NRDD),ICLASS(2),CONTR(2),ICONTB(2),IDOPLER(2),
      2(RADRATE(I),I=1,NRDD),(RADDSE(I),I=1,NRDD)
      GO TO 9599
9513 WRITE OUTPUT TAPE 5,9523,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(
      1(I),I=1,NRDD),ICLASS(2),CONTR(2),ICONTB(2),IDOPLER(2),
      2ICONTC(2),CONTS(2),ISOL(2),
      3(RADRATE(I),I=1,NRDD),(RADDSE(I),I=1,NRDD)
      GO TO 9599
9514 WRITE OUTPUT TAPE 5,9524,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(
      1(I),I=1,NRDD),ICLASS(1),CONTR(1),ICONTB(1),IDOPLER(1),

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MUL11170
MUL11180
MUL11190
MUL11200
MUL11210
MUL11220
MUL11230
MUL11240
MUL11250
MUL11260
MUL11270
MUL11280
MUL11290
MUL11300
MUL11310
MUL11320
MUL11330
MUL11340
MUL11350
MUL11360
MUL11370
MUL11380
MUL11390
MUL11400
MUL11410
MUL11420
MUL11430
MUL11440
MUL11450
MUL11460
MUL11470
MUL11480
MUL11490
MUL11500
MUL11510
MUL11520

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21CONTC(1),CONTS(1),ISOL(1),
3(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
GO TO 9599
9515 WRITE OUTPUT TAPE 5,9525,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX
1(I),I=1,NRDD),ICLASS(1),CONTR(1),ICONTB(1),IDOPLER(1),
2(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
GO TO 9599
9516 WRITE OUTPUT TAPE 5,9526,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(MUL11600
1(I),I=1,NRDD),(ICLASS(1),I=1,NRDD),(CONTR(1),I=1,NRDD),(ICONTB(1),MUL11610
2(I=1,NRDD),(IDOPLER(1),I=1,NRDD),
3(ICONTC(1),I=1,NRDD),(CONTS(1),I=1,NRDD),(ISOL(1),I=1,NRDD),
4(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
GO TO 9599
9517 WRITE OUTPUT TAPE 5,9527,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(MUL11660
1(I),I=1,NRDD),(ICLASS(1),I=1,NRDD),(CONTR(1),I=1,NRDD),(ICONTB(1),MUL11670
2(I=1,NRDD),(IDOPLER(1),I=1,NRDD),
3(ICONTC(1),CONTS(1),ISOL(1),
4(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
GO TO 9599
9518 WRITE OUTPUT TAPE5,9528,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(
1(I),I=1,NRDD),(ICLASS(1),I=1,NRDD),(CONTR(1),I=1,NRDD),(ICONTB(1),MUL11730
2(I=1,NRDD),(IDOPLER(1),I=1,NRDD),
3(ICONTC(2),CONTS(2),ISOL(2),
4(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
GO TO 9599
9519 WRITE OUTPUT TAPE 5,9529,ESR,IWINDD,GTIME,WINDV,YIELD,ISS,(DDSMAX(MUL11780
1(I),I=1,NRDD),(ICLASS(1),I=1,NRDD),(CONTR(1),I=1,NRDD),(ICONTB(1),MUL11790
2(I=1,NRDD),(IDOPLER(1),I=1,NRDD),
3(RADRATE(I),I=1,NRDD),(RADDOSE(I),I=1,NRDD)
GO TO 9599
9521 FORMAT( 5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X,
113/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X,
212HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1/25X,3HDD1,8X,3HDD2/MUL11850
35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/
45X,13HCONTACT CLASS/5X,11HSONAR RANGE/5X,13HSONAR BEARING/5X,
57HDOPPLER/5X,13HTARGET COURSE/5X,12HTARGET SPEED/5X,15HFIRING SOLUMUL11880

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6TION/5X,14HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE, MUL11890
 75X,F5.0,6X,F5.0) MUL11900
 9522 FORMAT(5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL11910
 1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL11920
 2I2HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL11930
 35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/ MUL11940
 45X,13HCONTACT CLASS,20X,I1/5X,11HSONAR RANGE,18X,F6.0/5X,13HSONAR MUL11950
 5BEARING,18X,I3/5X,7HDOPPLER,26X,I1/5X,13HTARGET COURSE/5X, MUL11960
 6I2HTARGET SPEED/5X,15HFIRING SOLUTION/5X, MUL11970
 7I4HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL11980
 86X,F5.0) MUL11990
 9523 FORMAT(5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL12000
 1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL12010
 2I2HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL12020
 35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/ MUL12030
 45X,13HCONTACT CLASS,20X,I1/5X,11HSONAR RANGE,18X,F6.0/5X,13HSONAR MUL12040
 5BEARING,18X,I3/5X,7HDOPPLER,26X,I1/5X,13HTARGET COURSE,18X,I3/5X, MUL12050
 6I2HTARGET SPEED,20X,F3.0/5X,15HFIRING SOLUTION,18X,I1/5X, MUL12060
 7I4HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL12070
 86X,F5.0) MUL12080
 9524 FORMAT(5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL12090
 1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL12100
 2I2HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL12110
 35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/ MUL12120
 45X,13HCONTACT CLASS, 9X,I1/5X,11HSONAR RANGE, 7X,F6.0/5X,13HSONAR MUL12130
 5BEARING, 7X,I3/5X,7HDOPPLER,15X,I1/5X,13HTARGET COURSE, 7X,I3/5X, MUL12140
 6I2HTARGET SPEED, 9X,F3.0/5X,15HFIRING SOLUTION, 7X,I1/5X, MUL12150
 7I4HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL12160
 86X,F5.0) MUL12170
 9525 FORMAT(5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL12180
 1I3/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL12190
 2I2HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,I1//25X,3HDD1,8X,3HDD2/MUL12200
 35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/ MUL12210
 45X,13HCONTACT CLASS, 9X,I1/5X,11HSONAR RANGE, 7X,F6.0/5X,13HSONAR MUL12220
 5BEARING, 7X,I3/5X,7HDOPPLER,15X,I1/5X,13HTARGET COURSE/5X, MUL12230
 6I2HTARGET SPEED/5X,15HFIRING SOLUTION/5X, MUL12240

714HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL12250
 86X,F5.0) MUL12260
 9526 FORMAT(5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL12270
 113/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL12280
 212HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,11/25X,3HDD1,8X,3HDD2/MUL12290
 35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/ MUL12300
 45X,13HCONTACT CLASS,9X,11,10X,11/5X,11HSONAR RANGE,7X,F6.0,5X,F6.0MUL12310
 5/5X,13HSONAR BEARING,7X,13,8X,13/5X,7HDOPPLER,15X,11,10X,11/ MUL12320
 65X,13HTARGET COURSE,7X,13,8X,13/5X,12HTARGET SPEED,9X,F3.0,8X,F3.0MUL12330
 7/5X,15HFIRING SOLUTION,7X,11,10X,11/5X, MUL12340
 814HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL12350
 96X,F5.0) MUL12360
 9527 FORMAT(5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL12370
 113/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL12380
 212HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,11/25X,3HDD1,8X,3HDD2/MUL12390
 35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/ MUL12400
 45X,13HCONTACT CLASS,9X,11,10X,11/5X,11HSONAR RANGE,7X,F6.0,5X,F6.0MUL12410
 5/5X,13HSONAR BEARING,7X,13,8X,13/5X,7HDOPPLER,15X,11,10X,11/ MUL12420
 65X,13HTARGET COURSE,7X,13/5X,12HTARGET SPEED,9X,F3.0 MUL12430
 7/5X,15HFIRING SOLUTION,7X,11/5X, MUL12440
 814HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL12450
 96X,F5.0) MUL12460
 9528 FORMAT(5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL12470
 113/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL12480
 212HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,11/25X,3HDD1,8X,3HDD2/MUL12490
 35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/ MUL12500
 45X,13HCONTACT CLASS,9X,11,10X,11/5X,11HSONAR RANGE,7X,F6.0,5X,F6.0MUL12510
 5/5X,13HSONAR BEARING,7X,13,8X,13/5X,7HDOPPLER,15X,11,10X,11/ MUL12520
 65X,13HTARGET COURSE,18X,13/5X,12HTARGET SPEED,20X,F3.0 MUL12530
 7/5X,15HFIRING SOLUTION,18X,11/5X, MUL12540
 814HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0, MUL12550
 96X,F5.0) MUL12560
 9529 FORMAT(5X,15HEFF SONAR RANGE,3X,F6.0,8X,14HWIND DIRECTION,6X, MUL12570
 113/5X,9HGAME TIME,9X,F7.1,7X,13HWIND VELOCITY,8X,F3.0/5X, MUL12580
 212HWARHEAD SIZE,9X,F4.1,7X,9HSEA STATE,13X,11/25X,3HDD1,8X,3HDD2/MUL12590
 35X,15HMAX SPEED AVAIL,6X,F3.0,8X,F3.0/ MUL12600

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45X,13HCONTACT CLASS,9X,I1,10X,I1/5X,11HSONAR RANGE,7X,F6.0,5X,F6.0,MUL12610
5/5X,13HSONAR BEARING,7X,I3,8X,I3/5X,7HDOPPLER,15X,I1,10X,I1/    MUL12620
65X,13HTARGET COURSE/5X,12HTARGET SPEED/5X,15HFIRING SOLUTION/5X,    MUL12630
714HRADIATION RATE,6X,F4.0,7X,F4.0/5X,14HRADIATION DOSE,5X,F5.0,    MUL12640
86X,F5.0)    MUL12650
9599 CONTINUE    MUL12660
9600 ISUBC=SUBC    MUL12670
      DO 9601 I=1,NRDD    MUL12680
9601 IDDC(I)=DDC(I)    MUL12690
9602 WRITE OUTPUT TAPE 5,9620    MUL12700
      WRITE OUTPUT TAPE 5,9621,(DDX(I),I=1,NRDD),SUBX,(DDY(I),I=1,NRDD),    MUL12710
1SUBY,(IDDC(I),I=1,NRDD),ISUBC,(DDS(I),I=1,NRDD),SUBS,SUBD    MUL12720
9603 IF(NSHOTS)9604,9604,9605    MUL12730
9604 GO TO 9628    MUL12740
9605 WRITE OUTPUT TAPE 5,9625    MUL12750
      DO 9606 I=1,NSHOTS    MUL12760
9606 WRITE OUTPUT TAPE 5,9626 ,I,POOLX(I),POOLY(I),POOLR(I)    MUL12770
      WRITE OUTPUT TAPE 5,9627    MUL12780
      DO 9608 I=1,NSHOTS    MUL12790
9608 WRITE OUTPUT TAPE 5,9628,I,CLOUDX(I),CLOUDY(I),CLOUDR(I)    MUL12800
9620 FORMAT (18X,3HDD1,10X,3HDD2,10X,3HSUB)    MUL12810
9621 FORMAT(7X,1HX,7X,F8.1,5X,F8.1,5X,F8.1,5X,F8.1,5X,F8.1,5X,F    MUL12820
18.1/5X,6HCOURSE,8X,I3,10X,I3,10X,I3/5X,5HSPEED,9X,F4.1,9X,    MUL12830
2F4.1,9X,F4.1/5X,9HSUB DEPTH,F8.1)    MUL12840
9625 FORMAT(10X,4HPOOL,6X,1HX,9X,1HY,9X,6HRADIUS)    MUL12850
9626 FORMAT(10X,I1,(9X,3F8.1))    MUL12860
9627 FORMAT(10X,5HCLOUD,5X,1HX,9X,1HY,9X,6HRADIUS)    MUL12870
9628 FORMAT(10X,I1,(9X,3F8.1))    MUL12880
9629 WRITE OUTPUT TAPE 5,9630,DAMAGE    MUL12890
9630 FORMAT(19HTOTAL DAMAGE TO SUB,2X,F4.1/)    MUL12900
      IF(ICRIT1)9631,9631,9641    MUL12910
9631 IF(ICRIT2)9632,9632,9642    MUL12920
9632 IF(ICRIT3)9633,9633,9643    MUL12930
9633 IF(ICRIT4)9634,9634,9644    MUL12940
9634 IF(ICRIT5)9635,9635,9645    MUL12950
9635 IF(ICRIT6)9636,9636,9646    MUL12960

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9636 IF(ICRIT7)9637,9637,9647
9637 IF(ICRIT8)9638,9638,9648
9638 IF(ICRIT9)9660,9660,9649
9641 WRITE OUTPUT TAPE 5,9651
      GO TO 9660
9642 WRITE OUTPUT TAPE 5,9652
      GO TO 9660
9643 WRITE OUTPUT TAPE 5,9653
      GO TO 9660
9644 WRITE OUTPUT TAPE 5,9654
      GO TO 9660
9645 WRITE OUTPUT TAPE 5,9655
      GO TO 9660
9646 WRITE OUTPUT TAPE 5,9656
      GO TO 9660
9647 WRITE OUTPUT TAPE 5,9657
      GO TO 9660
9648 WRITE OUTPUT TAPE 5,9658
      GO TO 9660
9649 WRITE OUTPUT TAPE 5,9659
9651 FORMAT(13HSONAR CONTACT/)
9652 FORMAT(11HASROC FIRED/)
9653 FORMAT(13HTORPEDO FIRED/)
9654 FORMAT(13HASROC MISFIRE/)
9655 FORMAT(15HTARGET IN RANGE/)
9656 FORMAT(8HSUB SUNK/)
9657 FORMAT(7HDD SUNK/)
9658 FORMAT(28HTARGET TOO CLOSE TO SHOOT AT/)
9659 FORMAT(25HTARGET OUT OF ASROC RANGE/)
9660 ICRIT1=0
9661 ICRIT2=0
9662 ICRIT3=0
9663 ICRIT4=0
9664 ICRIT5=0
9665 ICRIT6=0
9666 ICRIT7=0

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MUL12970
MUL12980
MUL12990
MUL13000
MUL13010
MUL13020
MUL13030
MUL13040
MUL13050
MUL13060
MUL13070
MUL13080
MUL13090
MUL13100
MUL13110
MUL13120
MUL13130
MUL13140
MUL13150
MUL13160
MUL13170
MUL13180
MUL13190
MUL13200
MUL13210
MUL13220
MUL13230
MUL13240
MUL13250
MUL13260
MUL13270
MUL13280
MUL13290
MUL13300
MUL13310
MUL13320

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```

SUM=0.0
DO 1 I=1,12
CALL RANVAR
1 SUM=SUM+RANDOM
X=SUM-6.0
C=X*B+A
RETURN
END
SUBROUTINE UNIFORM(A,B,C)
COMMON IRANDOM,RANDOM
CALL RANVAR
C=2.0*B*(RANDOM-.5)+A
RETURN
END
SUBROUTINE ERROR(A,B,C,D,E)
CALL UNIFORM(180.0,179.9,THETA)
CALL NORMAL(0.0,C,R)
R=ABSF(R)
D=A+R*SINF(THETA/57.295)
E=B+R*COSF(THETA/57.295)
RETURN
END
SUBROUTINE CIRCLE(A,B,C,D,E,F,K,L)
DIMENSION U(24),V(24),K(24),L(24)
U(1)=.991*C*255.0/F
U(2)=.924*C*255.0/F
U(3)=.793*C*255.0/F
V(1)=.131*C*255.0/F
V(2)=.383*C*255.0/F
V(3)=.609*C*255.0/F
DO 1 I=4,6
U(I)=V(9-I)
1 V(I)=U(9-I)
DO 2 I=7,9
U(I)=-U(17-I)
2 V(I)=V(17-I)

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MUL13690
MUL13700
MUL13710
MUL13720
MUL13730
MUL13740
MUL13750
MUL13760
MUL13770
MUL13780
MUL13790
MUL13800
MUL13810
MUL13820
MUL13830
MUL13840
MUL13850
MUL13860
MUL13870
MUL13880
MUL13890
MUL13900
MUL13910
MUL13920
MUL13930
MUL13940
MUL13950
MUL13960
MUL13970
MUL13980
MUL13990
MUL14000
MUL14010
MUL14020
MUL14030
MUL14040

EXF (62560B)	ENI (0)	• CLEAR COMM FLAG 1	MUL14410
LDA(CODE1)	STA(1CODE)	• INITIALIZE	MUL14420
ENI1(1)	ENI2(0)	•	MUL14430
LDA (ITRKNO)	AJP3(1000)	• CHECK VALUES	MUL14440
AJP0(1000)	INA (17)	•	MUL14450
AJP3(1CONT)	SLJ(1000)	•	MUL14460
LDA(NUMPTS)	AJP3(2000)	•	MUL14470
AJP0(2000)	SAU (1CHEK)	•	MUL14480
SAU (2CHEK)	INA (33)	•	MUL14490
AJP3(2CONT)	SLJ(2000)	•	MUL14500
LDA(CHAR)	ALS (6)	•	MUL14510
STA(1CHAR)	ENA(0)	•	MUL14520
LDQ(MASK)	ADL (ITRKNO)	• PACK WORDS	MUL14530
ALS (6)	ADL (NUMPTS)	•	MUL14540
ALS (12)	LDQ (MASK1)	•	MUL14550
ADL(1CHAR)	SLJ(2STRT)	•	MUL14560
1STRT ENA (0)	ENI (0)	•	MUL14570
2STRT ALS (12)	ADL(IX)	•	MUL14580
ALS (12)	ADL(IY)	•	MUL14590
SSH (1CODE)	SLJ (1STOR)	•	MUL14600
1CHEK ISK1(N)	SLJ (2STRT)	•	MUL14610
ALS (24)	ADD (FILL)	•	MUL14620
STA2(BUF)	SLJ (1THRU)	•	MUL14630
STA2(BUF)	INI2(1)	•	MUL14640
2CHEK ISK1(N)	SLJ (1STRT)	•	MUL14650
1THRU ENA (17)	ENQ (6)	•	MUL14660
SLJ4 (Z+26B)	ENI (0)	•	MUL14670
EXF (62560B)	SLJ(1REST)	• CLEAR COMM FLAG 1	MUL14680
1CHAR ZRO(0)	ZRO (0)	•	MUL14690
1CODE ZRO(0)	ZRO (0)	•	MUL14700
1000 PRINT 120			MUL14710
120 FORMAT (//20H TRACK NO. IN ERROR, /)			MUL14720
SLJ (1REST)	ZRO (0)	•	MUL14730
2000 PRINT 130			MUL14740
130 FORMAT (// 23H NUMBER OF PTS IN ERROR , /)			MUL14750
SLJ (1REST)	ZRO(0)	•	MUL14760

1REST ENI1(N)	ENI2(N)	•RESTORE	MUL14770
2REST ENI3(N)	ENI4(N)	• ALL	MUL14780
3REST ENI5(N)	ENI6(N)	• INDEXES	MUL14790
END			MUL14800
SUBROUTINE DTRACK (ITRKNO, CHAR, NUMPTS, IX, IY)			MUL14810
LOC (Z=0, BUF=600)			MUL14820
CON (CODE1=25252525252525B, MASK=0000000000000077B,			MUL14830
* MASK1=0000000000000077B, SCODE=00010000000000706B)			MUL14840
CON (FILL=0000000000777077B)			MUL14850
DIMENSION IX(8), IY(8)			MUL14860
			MUL14870
* * SAVE ALL INDEXES			MUL14880
1SAVE SIU1(1REST)	SIL2(1REST)	•SAVE	MUL14890
SIU3(2REST)	SIL4(2REST)	• ALL	MUL14900
SIU5(3REST)	SIL6(3REST)	• INDEXES	MUL14910
ENA (-0)	ENI3(17)	•	MUL14920
STA3(BUF)	IJP3(L)	•	MUL14930
EXF (62540B)	LDA (SCODE)	•SET COMM FLAG 1	MUL14940
STA (BUF)	ENA (1)	•SET 160 CODE WORD	MUL14950
ENQ (6)	SLJ4(Z+26B)	•SEND TO SATELLITE	MUL14960
EXF (62560B)	ENI (0)	• CLEAR COMM FLAG 1	MUL14970
LDA(CODE1)	STA(1CODE)	•INITIALIZE	MUL14980
ENI1(1)	ENI2(0)	•	MUL14990
LDA (ITRKNO)	AJP3(1000)	•CHECK VALUES	MUL15000
AJP0(1000)	INA (-9)	•	MUL15010
AJP3(1CONT)	SLJ(1000)	•	MUL15020
1CONT LDA(NUMPTS)	AJP3(2000)	•	MUL15030
AJP0(2000)	SAU (1CHEK)	•	MUL15040
SAU (2CHEK)	INA (-9)	•	MUL15050
AJP3(2CONT)	SLJ(2000)	•	MUL15060
2CONT LDA(CHAR)	ALS (6)	•	MUL15070
STA(1CHAR)	ENA(0)	•	MUL15080
LDQ(MASK)	ADL (ITRKNO)	•PACK WORDS	MUL15090
ALS (6)	ADL (NUMPTS)	•	MUL15100
ALS (12)	LDQ (MASK1)	•	MUL15110
ADL(1CHAR)	SLJ(2STRT)	•	MUL15120

STA (BUF)	ENA (1)	• SET 160 CODE WORD	MUL15490
ENQ (6)	SLJ4(Z+26B)	• SEND TO SATELLITE	MUL15500
EXF (62560B)	ENI (0)	• CLEAR COMM FLAG 1	MUL15510
ENA (77777B)	ENI3(17)	•	MUL15520
STA3(BUF)	IJP3(L)	• CLEAR BUFFER	MUL15530
LDA (NWIND)	AJP3(1000)	• CHECK	MUL15540
AJP0(1000)	INA (-17)	• WINDOW	MUL15550
AJP3(1GO)	SLJ (1000)	• NO.	MUL15560
ENA (INAME)	ENQ (0)	• SHIFT ADDRESS	MUL15570
LRS (12)	STA (1ADD)	•	MUL15580
STQ(2ADD)	LDA (INAME)	•	MUL15590
ENQ (0)	LRS (12)	• SHIFT CONTENTS	MUL15600
STA (1CONT)	STQ (2CONT)	• OF ADDRESS	MUL15610
ENA (0)	LDQ (MASK)	•	MUL15620
ADL (NWIND)	ALS (6)	•	MUL15630
ADL (IW)	ALS (12)	•	MUL15640
LDQ (MASK1)	ADL (IX)	•	MUL15650
ALS (12)	ADL (IY)	•	MUL15660
ALS (1)	LDQ (MASK2)	•	MUL15670
ADL (ITYPE)	ALS (11)	•	MUL15680
LDQ (MASK3)	ADL (1ADD)	•	MUL15690
STA (BUF)	LDA (2ADD)	•	MUL15700
LDQ (MASK4)	ADL (1CONT)	•	MUL15710
STA (BUF+1)	LDA (2CONT)	•	MUL15720
STA (BUF+2)	ENI (0)	•	MUL15730
1SEND ENA (17)	ENQ (6)	• SEND TO	MUL15740
SLJ4(Z+26B)	ENI (0)	• SATELLITE	MUL15750
EXF (62560B)	SLJ (1REST)	• CLEAR COMM FLAG 1	MUL15760
1ADD ZRO (0)	ZRO (0)	•	MUL15770
2ADD ZRO (0)	ZRO (0)	•	MUL15780
1CONT ZRO (0)	ZRO (0)	•	MUL15790
2CONT ZRO (0)	ZRO (0)	•	MUL15800
1000 PRINT 100			MUL15810
100 FORMAT(// 21H WINDOW NO. IN ERROR ,/)			MUL15820
SLJ (1REST)	ZRO (0)	• RESTORE	MUL15830
1REST ENI1(N)	ENI2(N)	• ALL	MUL15840

2REST	ENI3(N)	ENI4(N)	• INDEXES	MUL15850
3REST	ENI5(N)	ENI6(N)	•	MUL15860
END				MUL15870
	MACHINE PARAMS (1A,2A,3A,4A,5A,6A,7A,8A)			MUL15880
	LOC (Z=0, BUF=600)			MUL15890
	CON (SCODE = 000000000000707B)			MUL15900
*				MUL15910
1STAR	SLJ (N)	SLJ (L+9)	•EXIT/ENTRY	MUL15920
1A	ZRO (0)	ZRO (0)	•	MUL15930
2A	ZRO (0)	ZRO (0)	•	MUL15940
3A	ZRO (0)	ZRO (0)	•	MUL15950
4A	ZRO (0)	ZRO (0)	•	MUL15960
5A	ZRO (0)	ZRO (0)	•	MUL15970
6A	ZRO (0)	ZRO (0)	•	MUL15980
7A	ZRO (0)	ZRO (0)	•	MUL15990
8A	ZRO(0)	ZRO(0)	•	MUL16000
1SAVE	SIU1(1REST)	SIL2(1REST)	•	MUL16010
	SIU3(2REST)	SIL4(2REST)	•	MUL16020
	SIU5(3REST)	SIL6(3REST)	•	MUL16030
	EXF (62540B)	LDA (SCODE)	•SET. COMM FLAG 1	MUL16040
	STA (BUF)	ENA (1)	•SET 160 CODE WD.	MUL16050
	ENQ (6)	SLJ4(Z+26B)	•SEND TO SATELLITE	MUL16060
	EXF (62560B)	ENI (0)	•CLEAR COMM FLAG 1	MUL16070
	ENA (8)	ENQ(5)	•READ FROM 160	MUL16080
	SLJ4(Z+26B)	ENI (0)	•	MUL16090
	ENI1(0)	ENA (7)	•	MUL16100
	SAU (1CHEK)	ENI (0)	•	MUL16110
1TRAN	LDA1(1A)	SAL (L+2)	•TRANSFER BUFFER	MUL16120
	LDA1(BUF)	ALS (36)	• TO ARGS	MUL16130
	ARS (36)	STA (N)	•	MUL16140
1CHEK	ISK1(N)	SLJ (1TRAN)	•	MUL16150
1REST	ENI1(N)	ENI2(N)	•RESTORE INDEXES	MUL16160
2REST	ENI3(N)	ENI4(N)	•	MUL16170
3REST	ENI5(N)	ENI6(N)	•	MUL16180
	SLJ (1STAR)	ZRO (0)	•	MUL16190
END				MUL16200

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<p>A general approach is documented as a guide to aid in the formulation and implementation of on-line, real time computer simulations. A computer program MULNUCl, is developed as an on-line, real time computer simulation of antisubmarine warfare in a multiple burst nuclear environment. The principals of the game are a submarine armed with torpedoes, and two destroyers equipped with stand-off antisubmarine weapons. The simulation is intended as a demonstration of the on-line capabilities of the United States Naval Postgraduate School computer system and as a tool for further study of the factors involved in a representative ASW operational environment.</p>			

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War Game						
ASW						
Multi-burst Nuclear Environment						

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